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HIGHBURY

NO. 43

NINTENDO GAME CUBE



NINTENDO DS

III EXCLUSIVE FEATURE!

KILLER 7

Blood, guts and uber-violence, styled by Laboratoire Capcom...



NINTENDO'S DUAL-SCREENED DREAM MACHINE LANDS IN EUROPE! GET THE FULL STORY INSIDE!

REVIEWED!

STAR FOX ASSAULT

Is Fox's star on the wane?



"excite, inform and entertain"

ISSUE 43

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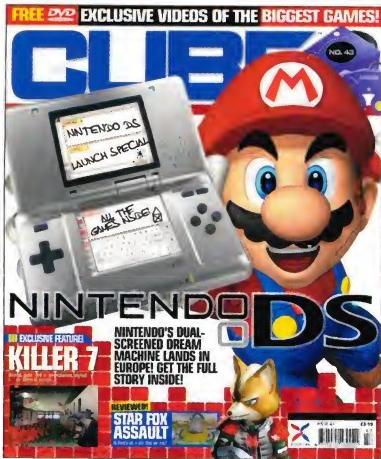
*"A legend returns
and he is a force to
be reckoned with"*

Nickelodeon



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WELCOME



THIS MONTH'S EDITORIAL comes to you in the aftermath of the Touch! Conference which has once more cast doubt over Nintendo's ability to pinpoint and attract the people it really needs to sell its console too. One of the main focuses is apparently to appeal to people with no previous interest in gaming. In other words, girls and old people, according to the Big N. What message does this send out? Any such campaign will almost certainly alienate the legions of videogame fans already out there when they should be the main target. Attracting new users is all well and good, but at this point should be seen as a bonus, not a priority. Right or wrong, Nintendo's stance suggests it is conceding ground to Sony in the handheld war before the battle lines have truly been drawn.

The whole 'finger' campaign is equally perplexing. Just who is this targeting? Big Hollywood movies can get away with teaser campaigns because most people will have at least a vague idea of what it's all about, but for a comparatively obscure handheld gaming device you need to tell people exactly what it is and exactly why they

should be excited about it. If the Touch! campaign is a success I'll happily take it all back, but Nintendo, I think you've dropped a clanger on this one.

Further concern is generated by rumours that Revolution will support some crazy new control system which again is simply going to alienate the established games market. Precisely the last thing it needs to be doing right now. Oh well, it'll all come out at E3, for better or worse.

In the meantime enjoy this month's issue. We've got the *Star Fox: Assault* review and it ain't all that. Luckily *TimeSplitters: Future Perfect* carries on in the grand multiplayer tradition of its predecessor, *Viewtiful Joe 2* is sweet and *Fight Night: Round 2* is simply a great boxing simulation. Come on Nintendo, give us something to cheer!

Miles Guttery
Editor

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CUBE

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ISSUE FORTY THREE



CUBE: Achieving peace through superior firepower



Killer 7

40 We asked Chandra to describe this in 25 words. He said: "Okay. If you thought Miles' taste in music was screwed in the head, wait 'til you see this. Are you there yet?"

UP FRONT



In *Dogs Of War*, you're a special-ops guy. Like *Splinter Cell* without the badger hair. *Chaos Theory* is all about badger hair.
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GCN



At the DS Conference in Paris games were shown and a man was hit on the back of the head with a giant finger.
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Here's the low-down on GBA2 and Revolution with patents, rumours, facts and TRUTH.
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IN-DEPTH



Look! 25 words on and Chandra's still talking! "Blood, guts, sex and not a hint of MOR rock and roll. It's everything Miles isn't." Shut up Chandra!
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REVIEWS



In summary, there are talking frogs, girls shaking pom-poms, fez-free bears, mutant turtles, ghetto commentators, convict boxers and neighbours from hell.

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5-4-3-2-1, Nintendo DS is go!

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NETWORK CUBE



It's Viewpoint, the Forum, Beat The World, Cheating Monkeys, Action Replay, Resident Evil 4, Directory, Back Issues and Horizon. As if you didn't know!

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MEDAL OF HONOR: DOGS OF WAR

08



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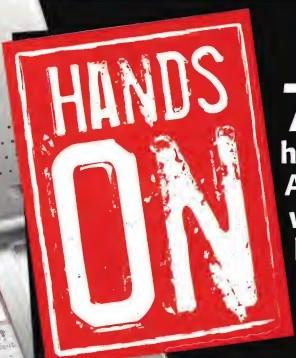
FEATURE

TALKIN' 'BOUT THE REVOLUTION

28

The Revolution will be revealed to the world at E3 in May, heralding the next console generation.
CUBE finds out what the industry really thinks...

73 Your in-depth guide to all things handheld, except it's not! Aha! Nope, this month we concentrate really hard on European DS launch games.



POSSIBLY THE GREATEST FREE GIFT EVER!

ON THE DISCS

Your monthly fix of brand new videogame footage for the GameCube's most exciting new games



EVERY MONTH WE cover-mount a DVD rammed full of videogame footage, trailers, interviews and adverts. This month we've got a special feature in the form of Nintendo's DS Touch! Conference as well as a trailer for the highly anticipated *Splinter Cell: Chaos Theory* and footage of the Nintendo All-Stars team in *NBA Street V3*... deep breath... let's do this thing!

USING THE DVD

SLAP IN AND PRESS PLAY



It's not GameCube-shaped, and that means it won't play on your GameCube.



The DVD will only work in a Region 2 or multi-region DVD player, see?

Insert the VIDEO disc into your Region 2 compatible DVD player (it won't work on a GameCube console, it's far too big) and wait for the menu to appear. Then simply use the remote control to select the game of your choice or select the MORE option to go the next page.

DS TOUCH! CONFERENCE

HAVING BEEN WHISKED off to Paris, we managed to film the entire conference and grab a bunch of new clips from some great new games. There are guest appearances from Yuji Naka, Yves Guillemot, Hideo Yoshizawa and Satoru Iwata, as well as brand new footage from *Mario Kart DS* and footage of Miles poking Nintendogs in the arse.

Sadly there's no sign of Miyamoto-san or Reggie. Rumour has it Nintendo

couldn't afford to charter a large enough ship to get him over here, so it decided to hire out Girls Aloud for the evening instead. They're way cuter, but just you wait until Reggie hears about this... he'll eat them for breakfast! Anyway, take a look for yourselves and get a little glimpse of the future of Nintendo.



£99, 11 March,
that'll do nicely.

Look how happy
Miles is! Awww...



DVD MENU OPTIONS

When you insert the VIDEO disc you'll see the main menu from which you can make your selection



Navigate using your remote control. Choose from a whole load of movies. Damned adverts. Grrr...

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AND DEMAND A SACRIFICE!

ALSO ON THE DISC!

SPLINTER CELL: CHAOS THEORY

In typical Ubisoft style we aren't able to bring you footage from the GameCube version of *Chaos Theory*... apparently it isn't ready yet. Yes, we know, the game is supposed to be out in four weeks,

but hey, what can you do?

Instead we've got a lovely trailer that shows off the gorgeous new lighting and the general feel of Sam's latest.

NBA STREET V3

Hands up who's fed up of seeing Mario's podgy face? Ever get the feeling that maybe



Look how high Luigi can jump! No fair...

Nintendo is overdoing it a bit? Maybe it's just the fact that we've had *Mario Golf*, *Mario Tennis*, *Mario Party 6*, *Mario Vs Donkey Kong* and now the Nintendo All-Stars team in *V3*, all in the space of a few months. Regardless, here's some footage of the fat one jamming with the hoops. Or something.

RESIDENT EVIL 4: EXTRA MODES!

RE4 isn't actually out over here for another two weeks, but we'd thought you'd like to see what joys await you at the end of your adventure. We've included footage of the Mercenaries mode (a blast-a-thon with a set time limit), but in order to not completely spoil it for you we've only highlighted one character in Mercenaries. You'll have to find the rest yourself.

KINGDOM HEARTS: COM

The PS2 game was one of this generation's biggest selling RPGs, so it's no surprise that one million units have been shipped out to the US and Japan for day one. The GBA version doesn't take on exactly the same format but we're still really enjoying playing it. Here's a little trailer for you as well as some in-game footage.



Ashley has a saucy hidden outfit. Yum.

- PLUS!**
- UK DS LAUNCH!
 - CATCH! TOUCH!
 - YOSHI!
 - MARIO KART DS
 - RESIDENT EVIL 4
 - EXTRA MODES
 - AND MORE...



SPLINTER CELL: CHAOS THEORY
 ARE YOU A FAN OF THE...

YOSHI'S TOUCH & GO!

This *Yoshi's Island* style game turned up in the office a few days ago and it's a bundle of joy. In case you were wondering exactly what it's all about (come on, you know you were), you get to draw clouds with the stylus, on which Yoshi can float. You don't control Yoshi (he/she/it just keeps walking) but you can affect the path that the lil greener takes. You can even blow on the DS to clear the screen of all the clouds you've drawn. Absolute genius! Here's some footage straight from the Japanese version to give you a bit of an insight into Yoshi's world.

NEXT MONTH

THE GAMES

Brand new footage from *Splinter Cell: Chaos Theory*, an awesome new trailer for *Killer 7* and of course, it's our DS UK Launch Day special feature!

STAR FOX: ASSAULT
SPLINTER CELL: CT
DS UK LAUNCH DAY
CHAOS FIELD
FIGHT NIGHT 2

UP FRONT

CUBE

INFORMATION

MEDAL OF HONOR: DOGS OF WAR

PUBLISHER: EA

DEVELOPER: IN-HOUSE

ORIGIN: US

GENRE: FPS

PLAYERS: 1-2

WHAT'S NEW

✓ NEW SCREENS

✗ NEW LEVELS REVEALED

✗ GAMEPLAY DETAILS

✓ CHARACTER INFO

✗ STORYLINE SPOILERS

MEDAL OF HONOR: DOGS OF WAR
Where now for EA's WWII blockbuster?

SUMMER 04



TBA



SUMMER 04



Blowing stuff up – that's what we're talking about!



MEDAL OF HONO

Who let the dogs out?

DON'T LISTEN TO all those lefties... war is awesome. No really, it is. Check it out. All men who do war are tall, good looking and tough. Except the enemy. Enemies are weasly and unsavoury, and always in the wrong. This is why tall, good-looking men are despatched to sort them out with a good shoeing. People who are wrong cannot possibly be allowed to keep their countries, that would be silly. What happens when big, good-looking men are packed off to kick some wrong 'uns off the land of their forefathers is war – and you like it. That's why you watch films about it and play games

depicting it like, hmm, let's choose one at random like, ooooh, say... *Medal Of Honor*.

The MOH series, as most of you will know, is all about war. World War II to be precise, which is the best kind of war for three important reasons.

1. Our team won, so we got to make up what really happened.

2. It's faded into very distant living memory, so there are very few people left to argue over trifling things like facts.

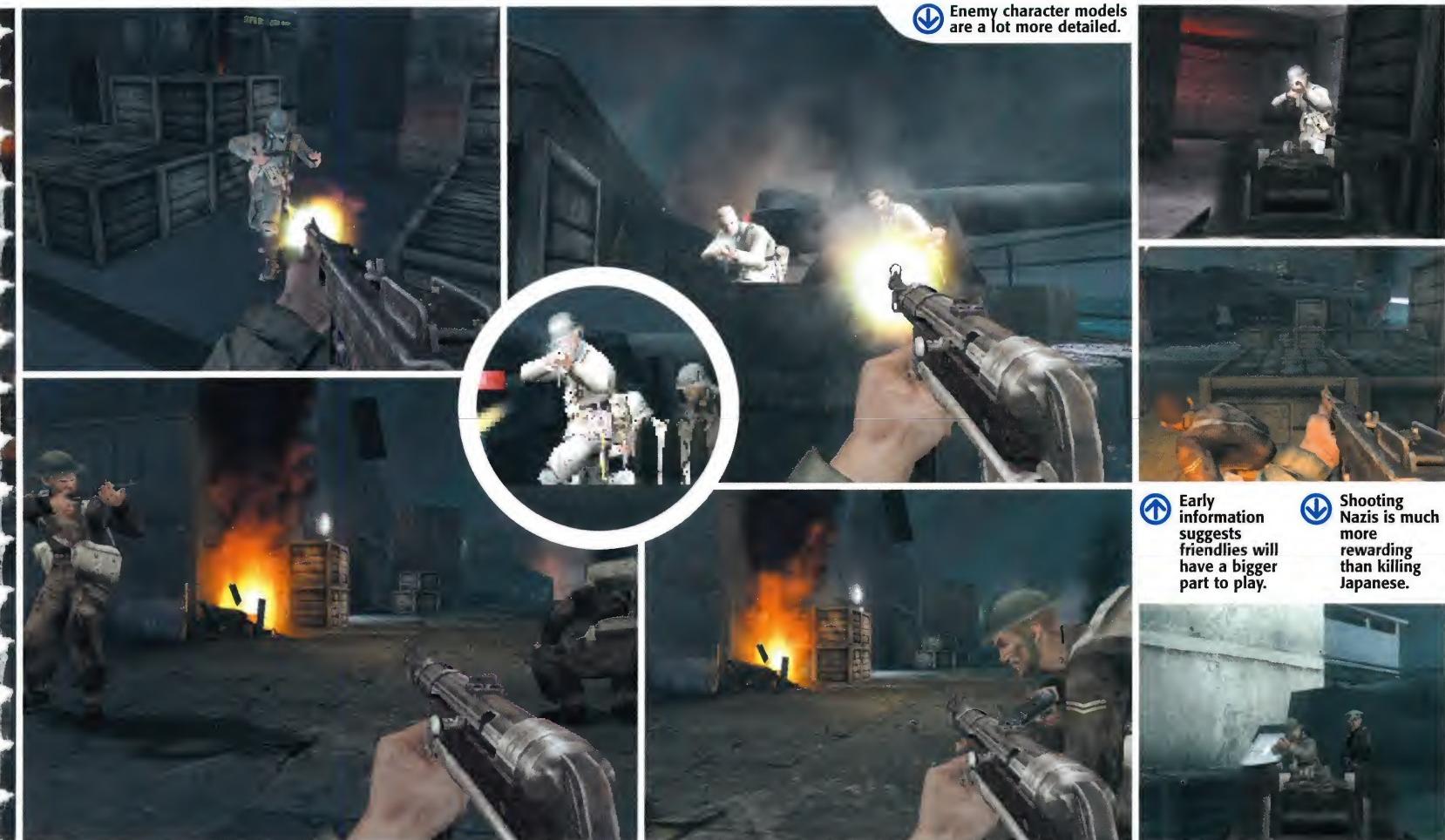
3. On this occasion at least, the enemy were indisputably in the wrong.

War wasn't as messy in those days. There was very little blood, unless you

believe that Steven Spielberg. The best thing though was that you didn't need big armies. Nope, thanks to the slow wit and short attention span of the Germans and Japanese, one heroic defender of liberty and freedom was all it took to strike deep into the dark heart of the axis.

Step forward Lt William Holt of the OSS (that stands for Office of Strategic Services, fact fans). Jimmy Patterson (*Frontline*) has been pensioned off back to the States and Joseph Griffin (*Rising Sun*) is stuck in limbo somewhere over the pacific, but there's always another blue-eyed American

“FACTUAL CORRECTNESS CAN’T BUFF UP A TURD INTO ANYTHING MORE THAN A SHINY TURD”



Enemy character models are a lot more detailed.



Early information suggests friendlies will have a bigger part to play. Shooting Nazis is much more rewarding than killing Japanese.



R: DOGS OF WAR

boy who'll happily march into the line of fire in the name of democracy and genuine home cooking. Apart from the fact it's secret, we don't know much about Holt's mission other than it's set in Europe sometime during 1942. The only press release currently in existence doesn't offer much insight, although there is an interesting quote: "On his own, or with his squad, Holt is pivotal in helping to turn the tide in four of the most crucial battles leading to victory in Europe." Is this alluding to some sort of squad level strategy element? Unlikely given the nature of every single previous *Medal Of Honor*.

It more probably refers to Xbox and/or PS2 online features, or perhaps the occasional intervention of ineffectual but friendly NPCs as featured in *Rising Sun*.

Once again EA is making a big deal about historical accuracy, but *Call Of Duty: Finest Hour* proved conclusively that factual correctness can't buff up a turd into anything more than a shiny turd. The *Medal Of Honor* games have had their critics up to now but, moralising about flag-waving jingoism aside, they've provided us with some atmospheric and challenging FPS action. There's something inordinately

satisfying about blazing away with chunky old machine guns.

If you were hoping for the anticipated continuation of the *Rising Sun* story, this isn't it. The big question of course is where inspiration for the now obligatory epic opening level will come from. Having 'done' *Saving Private Ryan* and *Pearl Harbour* in the last two *Medal Of Honors*, Hollywood's failure to come up with a new WWII epic in the last couple of years has left EA up originality creek without a plagiarised paddle. Feel free to speculate about where it'll go amongst yourselves.

CUBE



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INFORMATION

SPLINTER CELL: CHAOS THEORY

PUBLISHER: UBISOFT

DEVELOPER: IN-HOUSE

ORIGIN: US

GENRE: ADVENTURE

PLAYERS: 1-2

WHAT'S NEW

- ✓ NEW SCREENS
- ✓ NEW LEVELS REVEALED
- ✓ GAMEPLAY DETAILS
- ✗ CHARACTER INFO
- ✗ STORYLINE SPOILERS

Shadow Man: Lots of new moves, gadgets and a new co-op mode.



APRIL '05



TBA



MARCH



Nice one Sam – this will be all over the Daily Mirror.



SPLINTER CELL

Not quite as much chaos as you might expect

IT MAY BE a sequel but *Splinter Cell: Chaos Theory* plays like a completely different game. Gone is the fiddly control system and the step by step gameplay – now you get an experience that feels like one event rather than a series of loosely related missions. Cut-scenes, action and stealth elements all flow together smoothly and complement each other in such a way you can tell the developer is getting very comfortable with the franchise.

The control system in particular makes a massive difference to the way the game plays. Before you had to pay close attention to every button press or move of the stick, the slightest error resulting in death or an alarm going off. Now the controls are much more natural and some extra moves have been added to provide quick solutions should you make an error. The knife manoeuvre, for example, is an absolute godsend. Tap a button near enemies and you can stab them for a

satisfying quick kill. This is far preferable to working your way round behind your target or elbowing him in the face several times over.

And what about those evil alarms? Thankfully you're no longer restricted in the number you can set off. They do attract attention and make your life hell of course, but at least you don't have to face restarting a mission because you've triggered them. Worst case scenario: the guards don Kevlar and pull out bigger guns. You'll also find



"CUT-SCENES, ACTION AND STEALTH ELEMENTS ALL FLOW TOGETHER SMOOTHLY"

UP FRONT
SPLINTER CELL: CHAOS THEORY



CHAOS THEORY

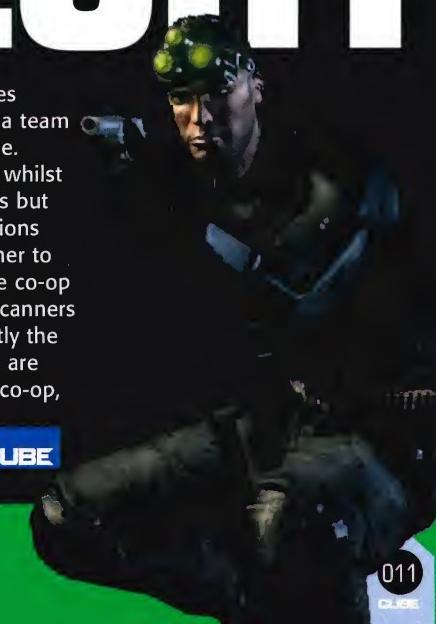
that now not all of the objectives on your list are compulsory. Some of them can be completed on later levels. Say, for example, you miss a vital data disc on one level, no problem, just check a computer on a later mission and you'll find it there. Combined with the more open level design this gives the game a much less restricted feel.

If you plug in a second pad even more options are open to you. The GameCube version includes a co-operative split-screen mode. Co-op is the key word here. Unlike many

other games this has been designed specifically to be used with two-players. That means a different set of levels to those of the main single-player story mode and a whole host of new moves that can be used. This includes being able to boost your partner up to a higher ledge, using your partner as a ladder, throwing each other around and rappelling down the side of a building using one of you as an anchor. Features that seem obvious and are very welcome, especially when there's no online option,

obviously. It's not just the moves though, you'll need to work as a team in all aspects of the co-op mode. Using one agent for distraction whilst the other works is fairly obvious but you'll also be forced into situations where you need to work together to complete objectives. One of the co-op missions features dual retinal scanners that have to be hacked at exactly the same time. Unfortunately there are only four missions available in co-op, but they make a nice free addition to accompany the main event.

CUBE



GCN

GAMECUBE NEWS

Express delivery means the DS is on sale right about now!

NEWS CONTENTS

AT A GLANCE

LOST IN FRANCE

Straight from the Touch! Conference in Paris, all the details of the European launch of the Nintendo DS. Brilliaaaaant!

PAGES 12-13

NEWS ROUND UP

Like some sort of whistling news-shepherd, Liz literally rounds up a pack of news and puts it here. Come-by!

PAGES 14-15

VANISHING POINT

Mr VP was accused of "intellectualising over games" last month. This made him so angry he farted...

PAGE 18

WORLD NEWS

It's not really all the news in the world – that would be impossible... well maybe... no, definitely impossible.

PAGE 20-21

GAMER'S DIGEST

This digest only belongs to one gamer. Are you the lucky one? If you are, can you keep it quiet, or everyone will want one.

PAGE 22-23

CHARTS/RELEASES

Actually it's the other way round – the charts are on the right and the release list is on the left... what a world.

PAGES 24-25

ON THURSDAY 27 January Nintendo of Europe held its Touch! Conference in Paris, France to an audience of over 800 members of the press and retail. The purpose was simple: to confirm the date, the price and the launch line-up for Nintendo DS in Europe. Eagle-eyed readers will have seen

CUBE's prediction of 25 March at £99.99 on last month's Horizon page, and we were pretty close. The DS will launch across Europe on 11 March for 149.99 Euros, £99.95 in the UK. The hardware pack will come with a demo of *Metroid Prime Hunters: First Hunt*, a thumb strap, a spare stylus and

a mains adapter, and will be accompanied by a total of 15 titles. For further details of the DS launch and exactly what will be available you should skip over to our Hands-On section. Right now though there's far more to be thinking about than just a date and a price.

The date came as a bit of a shock for both the industry and gamers alike, who weren't expecting the launch until the end of March (and secretly a lot of people were expecting a delay until April). As it stands the DS will be in the shops as you read this. It's quite an accomplishment for Nintendo. A global rollout in the space of 14 weeks speaks

volumes about Nintendo's commitment to Europe, but just in case people didn't get the message, NCL president Satoru Iwata came on stage to hit the



How we cringed when Nintendo unveiled its marketing campaign...

message home. "Europe is an extremely important market for Nintendo, and we are pleased we can offer such a short period of time between the US and European launch." This, combined with Nintendo's proven commitment to delivering the AAA GameCube titles to Europe in good time (*Metroid Prime 2: Echoes* two weeks after the US, *Star Fox: Assault* six weeks after the US, *RE4* eight weeks after the US) shows a new and improved attitude from the company, and bodes well for the launches of *Zelda* and, further down the line, the *Revolution*.

Of more concern is how much money and focus Nintendo is placing on the DS. Admittedly this was a DS event, but no mention was made of GBA or GameCube. In fact, we haven't had any official announcements regarding this year's plans for the



FINGER POINTING

Touch me, touch me, I want to feel your body...

Oh, Ninty we really despair of you at times. Not that we're unhappy at the prospect of Nintendo actually attempting to advertise its products but the European teaser "It's Coming: Touch Me!" campaign really beggars belief. Honestly, what was with the humongous finger poking out of the brick wall? How could anyone think that would be a good idea? Why would a giant finger make you want to touch anything, let alone buy a DS? In fact, the DS advertising campaign has been rather hit and miss all over the world. The Americans got a half-naked woman

telling men that "touching is good" plus the Wildboyz getting up to their usual high-jinks on safari. Amusing perhaps, but neither campaign supported Nintendo's claims that the "DS is for everyone" unless of course by "everyone" it meant 20-something males.

Then the Japanese campaign went down the minimalist route by having a girl dressed in red staring at a DS which, we're sure you'll agree, was just riveting. Here's some advice though, Nintendo: why not show people some games. Good games. That's what we're here for, afterall.



ROUND-UP



WHY 2K?

After securing the MLB deal, Take-Two has announced that it is forming a new publishing label, 2K Games. "Consistent with our strategy to diversify Take-Two's product portfolio, the team at 2K Games is rapidly building a sweeping line-up of high-profile licensed and proprietary titles for console, PC and handheld platforms, leveraging the exceptional successes and capabilities at Take-Two," chirped Paul Eibeler, Take-Two's President. "From high-profile Hollywood licences to PC-only titles to sports titles, 2K Games will be defined by exceptional games for all genres and platforms." We were going to ask Mrs Eibeler if that's how he talks to her in bed, but we couldn't find her email address. Currently 2K under its 2K Sports label.

DOUBLE VISION

Activision is buying development company Vicarious Visions in a bid to improve its internal development efforts. Vicarious has had a long working history with Activision, creating titles like *Shark Tale*, *Shrek 2*, *THUG 2* and *X-Men 2: Wolverine's Revenge* on the GBA, so the merger comes as no real surprise. "We've always admired Activision's ability to expand and evolve with the ever changing videogame industry," said Guha Bala, president of Vicarious Visions. "Their franchises include some of our favourites, and their strong marketing and development capability makes them a great partner for our studio." Get a room!

INCREDIBLE NEWS

THQ has announced that it will be releasing a sequel to its blockbuster hit, *The Incredibles*. "The first game based on *The Incredibles* truly represented the high action vision Director Brad Bird had for the film," commented John Walker, producer of *The Incredibles*. "This new game will encompass all the thrills and intensity of the first while taking players and our favourite superheroes to an entirely new dimension of *The Incredibles* world." And we're back in marketing lingo hell where we belong. The game is currently scheduled for an Autumn release in the US. A European date has yet to be confirmed.



D COUNTING

GameCube at all. Nintendo will be spending 35 million Euros on marketing the DS in Europe, and much of this will be spent on primetime television advertising. German advertising agency Jung von Matt are behind the 'big finger' concept, and without wanting to sound too dismissive, we'd rather they kept it in Germany. It seems totally misguided and it's hard to see why anyone should associate a big finger with any kind of quality gaming experience. The demo pods on the other hand do look really cool. 7,000 of these units will appear in stores across Europe.

Our overall feeling is one of déjà vu, it's a bit spooky really. It'll be another great launch for Nintendo. It's great news that the DS is out so soon and at such a good price. You should also take into account that some stores will no doubt discount the hardware to £89 and that there will be various custom packs available. However, yet again we're seeing Nintendo spending a ton of cash on a questionable marketing campaign (demo pods aside). When will it learn? When will it stop throwing money at agencies more concerned with high concept than understanding the market they're trying to sell to?

"YET AGAIN WE'RE SEEING NINTENDO SPENDING A TON OF CASH ON A QUESTIONABLE MARKETING CAMPAIGN"

Backs to the wall lads, backs to the wall – oh bloody hell! What's that?



When will someone stand up and say: "Actually no, that's a bit rubbish really?" How about spending some money on the GameCube for once? Why didn't *Metroid Prime 2: Echoes* (or any of the GameCube's Q4 releases for that matter) have a significant amount of money spent on advertising?

Questions, questions... perhaps the Nintendo Conference at E3 will provide some much needed answers. Whatever happens, this will be a show of huge importance as far as the future of Nintendo is

CUBE





**"CONDEMNED
REPRESENTS
AN AGGRESSIVE
PRODUCT
ACQUISITION
STRATEGY
CREATED TO
COMPLIMENT
SEGA IP WITH
MARKET-
APPROPRIATE
NEXT-
GENERATION
GAMES."**

Simon Jeffery, president and COO, SEGA of America. Now in English, please...



CALL BACK

Activision has confirmed that it will be releasing a sequel to *Call Of Duty* this fiscal year, running from April 2005 to March 2006. That's right: fiscal.

IWATA GOT GAME

Nintendo President to speak at GDC

NINTENDO PRESIDENT SATORU

Iwata is certainly getting good use out of his Japanese-to-English dictionary this year. After impressing the crowds at the recent DS launch event in Paris, Iwata-san is putting a flower in his hair and trying his luck across the Atlantic at the 19th annual Game Developers Conference, held in San Francisco between 7-11 March.

"Satoru Iwata is a global icon in the game industry and we are honoured to have him share his knowledge and experience with the entire game community," commented Jamil Moledina, director, Game Developers Conference. "The GDC strives to deliver the best the industry has to offer and Mr Iwata certainly brings us to that level."

At the event, Iwata-san will give a keynote speech called "The Heart of a Gamer", which will "assess where the games business stands today, predict how it will develop over the next few years, and the manner in which it will help decide future Nintendo hardware and software development." This is a

topic on which Iwata-san is an expert as, unlike the average company president, he has a history in game development with the likes of *Super Smash Bros*, *Earthbound* and (whispers) *Kirby* on his résumé, so he knows what makes a good game and what doesn't, erm, actually we should gloss over the whole *Kirby* thing.

During the speech, Iwata will also discuss the company's latest success, the Nintendo DS, and explain the "strategic thinking" behind the system, explaining how "emotional reactions to interactive gameplay" will structure the way Nintendo works in the future. Whether the company's president will talk in more depth about the Revolution is uncertain, although this speech will certainly give us a fair clue as to where Nintendo hopes to be in a few years time and what's instore for us.

Whilst he's there, Iwata might want take a detour to the Game Developers Conference Awards, as Nintendo has been nominated in three categories: Game Design (*Pikmin 2*), Visual Arts

and Writing (both *Paper Mario: The Thousand Year Door*) and chances are Ninty will walk away with at least one of those prizes. The most encouraging thing though is to see Nintendo's top bods getting out and about regularly which will help to boost Nintendo's image and profile.

CUBE



TRAILER OF THE MONTH

RESIDENT EVIL 4

The French manage to scar the minds of millions of teenage boys across the country. Well you've got to get them to eat their garlic amphibians somehow.



GOOD, BAD AND UGLY

More of the industry's goodie-two-shoes and bad boys.

GOOD: Midway

THE COMPANY HAS three publishing agreements with the Cartoon Network for *Dexter's Laboratory*, *Ed, Edd N Eddy* and *The Grim Adventures Of Billy & Mandy*. That last one sounds like a real hoot...

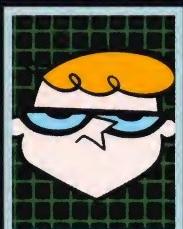
BAD: Nintendo

AWW, POOR OLD Ninty. It tries to do something nice by giving the DS a "download game" function so several people can play off one cart, but

because of this DS software sales are way down, forcing Nintendo to lower its end of year software sales by 30 per cent. D'oh, but at least the pirates won't get any of it.

UGLY: EA

THE POOR CHAPS at Ubisoft must be getting a little anxious as EA has hinted that it might be planning to take-over the French company after all, despite previous denials. "We could seek a controlling interest," commented EA's CFO Warren Jenson. Wonder if he can get *BG&E 2* made.



Oh Dexter, how are you going to excite us – another 3D platformer?

(OVER THE) COUNTER CULTURE...

(HOP) – THAT WAS us jumping onto the Retro bandwagon, just so you know. We love this cool *Legend Of Zelda* t-shirt from www.80stees.com, which sports the Link from the original game. The shirt is available for \$20 (which works out at £10.50). Bargain.



MYSTERY MACHINE

Nintendo files two new patents

INTERNET FORUMS HAVE been on meltdown ever since it was discovered that Nintendo filed two new patents, one for "V-Pocket" and another for "PCGP". The latter patent was easier to hazard a guess at, since it was a "collaborative patent" filed with Game Freak Company, which is best known for its work on the *Pokémon* games. So in all likelihood PCGP stands for *Pokémon Card Game Pocket* and is possibly even an application for the mysterious V-Pocket, although that's just a guess. Unsurprisingly speculation was rife as to what this V-Pocket product could be. The most likely answer is that the V-Pocket is the US name for the Play-Yan – a device that

attaches to a GBA SP or DS and plays MP3 and MPEG4 files. However, a Nintendo "source" allegedly confessed that the V-Pocket referred to a number of Palm OS based PDA functions for the Nintendo DS. Looking at the V-Pocket logo, which uses the same font as the DS logo, it's highly likely that the V-Pocket is an attachment for the DS. **CUBE** asked Nintendo if it could comment on the V-Pocket patent: "We are filing hundreds of patent and trademark applications every year, and it is our policy not to comment on any one of them." Oh.

NINTENDO
V-POCKET



GHOST OF CHANCE

Starcraft Ghost still coming to GameCube?

BLIZZARDS' LONG

AWAITED *Starcraft Ghost* is suffering from "Killer 7" syndrome with no confirmed release date still, but any glimmer of hope of a 2005 release was crushed recently when a keen eyed journo at IGN spotted an advert in the *World Of Warcraft* manual that stated *Starcraft Ghost* would be "coming soon to next-generation consoles".

Of course, with the new wave of consoles on the horizon, the term "next generation" no longer applies to the GC, PS2 or Xbox, leading the Yanks to suspect the worst. Blizzard quickly responded saying *Starcraft Ghost* would still be coming to the GameCube and that the advert used out dated text, causing the confusion.



 Wonder if she'll have aged any?

IN THE CUBE WITH... ERIC HOLMES

**POSITION: LEAD PROJECT DESIGNER
COMPANY: RADICAL GAMES**



CUBE: Unlike The Hulk, this game isn't based on a film licence. Has that given you more freedom when developing the game?
EH: This game is so far in advance of its predecessor, it's barely recognisable. I'll give you three strong examples of where this team has taken it to the next level, and then some.

Hulk's POWER: Hulk is the ULTIMATE power fantasy – he can jump 20 stories high, sprint faster than a sportscar can drive and clear a column of tanks out of his way with a single headbutt. This Hulk is way more powerful than ever before – RAW POWER – he can flatten entire city blocks. Hulk is a dynamic character – he's powered by rage. We've unified Hulk's energy, rage and strength into one bar: POWER. As Hulk takes damage, his power diminishes – the more he destroys the more his power grows. When this power grows enough, Hulk enters CRITICAL

grows enough, Hank enters CRITICAL MASS, where he can spend some of his power for his biggest, baddest moves — "Devastators." Write the word subtle and draw a line through it because everything this guy does is worthy of a page 1 headline. Gamers love the sense of power this character creates.

Hulk's ABILITIES: This character is all about strength, and a new way of expressing that is through WEAPONIZATION. This exciting feature is uniquely Hulk – of course, Hulk's strength means he can pick up and wield ANYTHING in gameplay. This wasn't enough for us – we wanted a new way to express Hulk's amazing strength, and thus WEAPONIZATION was born. The idea is that Hulk can crash, crush, rip, flatten and tear many objects in the environment to create entirely new weaponry. Flatten a bus to create a shield. Rip any car in two to create giant steel boxing gloves. Tear the missile pack off the back of an artillery unit and toss the missiles at your enemies – this is Hulk's savage power delivered in a way guaranteed to bring out the worst in you.

Hulk's WORLD: Hulk can free roam anywhere in a huge, living city or explore an expansive desert environment. Terrorize pedestrians. Rip chunks out of the world. Smash rush hour traffic. Topple the mall. Do whatever you like with any of the dozens of moves you've earned through the game. This brings new gameplay to you... if you continue to destroy, the game will respond by deploying military forces to track the player's trail of destruction and hunt him down.

CUBE: That's a heck of a lot of destruction. Sounds like the game won't feature Bruce Banner stealth sections?

feature Bruce Banner stealth sections? **EH:** This game is 100 per cent Hulk. We wanted to deliver one thing in this game, The Hulk Experience. The Hulk gameplay now boasts a huge range of diversity, and we felt our time and resources were best spent honing them to the best they could be to guarantee a unique experience, that of being the most powerful creature to walk the earth.

CUBE: The game has been scripted by Eisner Award-winning comic book writer Paul Jenkins. What made you decide to bring him on board?

EH: Paul had an amazing two-year run on the Hulk comic book. We at Radical felt his vision of the Hulk was closest to what we wanted to realise with this videogame. His work was the reference material I passed around to everyone for the game, so he was the natural choice.

After talking to Paul it became obvious he was a great match for the project, not only is he passionate about games and their potential but he is always pushing to create story content outside of cutscenes, he wants to do as much in gameplay as possible. That means the gamer gets a better story while the pad is in his hand, rather than when it is resting on the coffee table.

CUBE: Talking about story, can you briefly tell us what the game's story is about?
EH: Bruce Banner is suffering from a condition that threatens to bring something out of him that is simply much worse than the Hulk. He and his friend Doc Samson work together to try and stop

the team work together to try and stop this from happening.

At the same time, a sinister government agency known as "The Division" seeks to hunt Banner down for the secrets held within his unique biology. The head of the division is a driven man by the name of Emil Blonsky – he has his own reasons for his single-minded pursuit of the Hulk. There are a few surprises to be revealed along the way...

CUBE: What characters from the Hulk universe will be making an appearance? Will any of these characters be playable?
EH: Doc Samson is Bruce's confident and ally. Their friendship is some relief from the intensity of the Hulk gameplay. Samson is smart and resourceful, a good guy to have in your corner while Banner is dry and cynical from his troubling life experience. General Ross continues his single-minded pursuit of the Hulk, he sees the Hulk as a menace to be destroyed and will do what he can to bring that about. With Bryan Hitch's help we've reinvented the Hulkbusters and taken them to a new level; we have Hulkbusters that range from foot soldiers to Hulk size to a staggering 30m tall mechs, these things have enough firepower to rival a battleship. Hulk can actually jump on board and ride the mech to smash individual components. As I've mentioned before, Bruce's nemesis is Emil Blonsky, a name that comic fans will recognise as the name of The Abomination.

the name of the Abomination. Abomination is Hulk's most popular enemy, and I think if you check out the game you'll find we've taken him and the representation of his powers to an all new level. Banner and Blonsky are in their own ways damned men - their criss-crossing paths culminate in a colossal showdown.

ROUND-UP

**SILICON KNIGHTS**

Although the game sucked, TDK Mediactive's *Knights Of The Temple* soundtrack was well received and the company has received numerous requests to release more sound samples from the game. Being the generous sorts that they are, TDK and the game's composer Gustaf Greberg have compiled the game's full playlist which is now available to download (for free!) on the *Knights Of The Temple* official website www.knightsofthetemple.com/sounds.php

HOMELAND BUNDLE

After a brief moment of uncertainty Chunsoft's online RPG adventure, *Homeland*, is making its way to Japanese stores on 21 April. The game will cost 5,800 yen (roughly £29) or 6,800 yen (roughly £35) if you purchase the *Homeland Broadband Adapter* bundle.

MEGA DEAL

Capcom's Studio 1 producer, Tatsuya Minami, has confirmed that the company is working on *Mega Man X Collection*, which is due out later this year. Featured will be the SNES titles *Mega Man X1, X2 and X3* and the PlayStation titles *Mega Man X4, X5 and X6*. As a bonus you'll also get the karting game *Mega Man Battle & Chase*. Mega-tastic!

OH, CANADA

The Canadian government has awarded Ubisoft's Montreal studio a grant worth CDN\$5 million (about £2.1 million), in a bid to secure the company's position as the "largest interactive entertainment studio in Montreal". The money will be distributed to the company over the next three years, and by 2010 Ubisoft hopes to have increased the number of staff to 2,000. "Ubisoft's project opens up very promising opportunities for the interactive entertainment industry in Montreal," said Jacques Saada, Minister of Canada Economic Development. "Beyond its economic performances, it is an industry that builds on the talent and passion of men and women for whom no dream is too big. Economic development is that too: an exciting human adventure." Somehow we doubt Ubisoft will be making a game about it though...

PENNANT CHASE BASEBALL

This used to be my playground

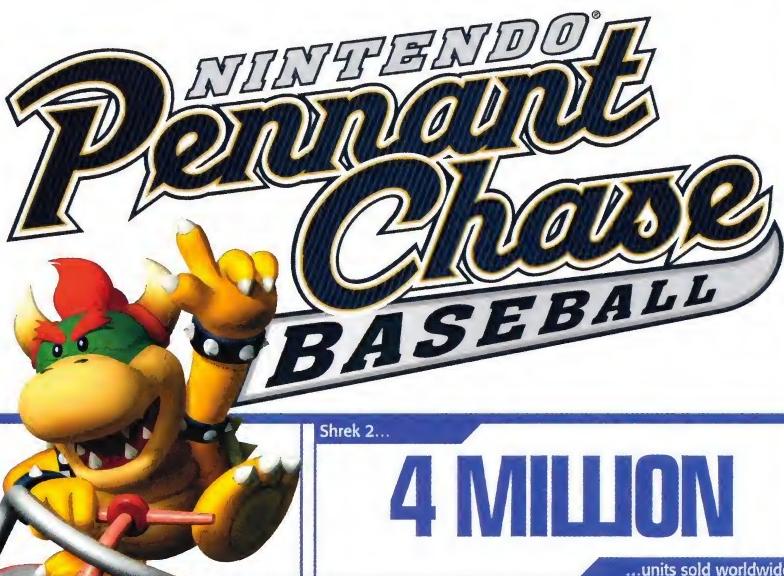
DESPITE KEVIN COSTNER'S best efforts to convince us otherwise, baseball is possibly the dullest and most convoluted game ever created and yet it's one of America and Japan's favourite sports. Then again, the Japanese do like watching obese men in nappies slap each other about so it was never much of a challenge, but back to the point. Baseball games are big business in the land of the rising sun and the US, hence Nintendo is to publish *Pennant Chase Baseball* on the GameCube.

Licensed by Major League Baseball Properties, MLB Players Association and the National Baseball Hall Of Fame, the game will deliver an authentic experience that should please baseball fans of all ages (we're sure there are some out there in the UK). Alongside these licences the game also features fan-favourite

players from all the MLB teams, such as David Ortiz of the Red Sox (who's also the cover star). It includes all 30 current MLB ballparks and a number of retro parks from days gone by. Full of statistics and ratings supplied by STATS, Inc and commentary from baseball veterans Bob Brenly, Rick Rizzs and Tom Hutyler this is all set

to hit a home run if you have an affection for the sport. The game is currently scheduled for an April release in the US. No PAL release date has been announced at this time which is a fair reflection of baseball's popularity in Europe. In the meantime, who's up for rounders?

CUBE



Mario Party 6...

422,938

...units sold in Japan since launch

Shrek 2...

4 MILLION

...units sold worldwide

NEWS FLASH

MAN OF STEEL

Word has it that EA is developing a game based on the forthcoming Bryan 'X-Men' Singer film, *Superman Returns*, due out in 2006. It's likely to be supe... really rather good.

GREEN DAY

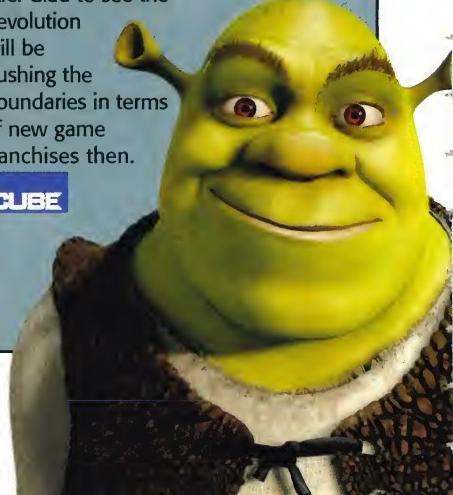
Three's the magic number?

LIKE A SALMONELLA-LADEN

chicken curry, Shrek just keeps coming back and this doesn't look set to change anytime soon. Activision is dragging out the flogged horse once again with the announcement that it's to publish a new *Shrek* title. "Activision is excited to further expand its licensing agreement with DreamWorks on the third instalment in the animated series," said Activision CEO Ron Doornink, "Shrek has proven to be one of the most popular children's videogame properties worldwide and we expect to continue building on the success of the franchise with the release of our upcoming game *Shrek SuperSlam*

and future games." *Shrek 3* isn't due out until 2007, when the new movie is released, suggesting this won't be a GC title. Glad to see the Revolution will be pushing the boundaries in terms of new game franchises then.

CUBE



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VANISHING POINT

If you seek truth you may not find it, but sometimes it turns up where you least expect

UNIVERSAL TOOL

Hang on lads, I've got a great idea...

I PLAY GOLF. Badly. If a professional golfer were to observe me in action and try to guess my handicap, he would probably suggest some sort of disorder of the nervous system. He would no doubt go on to recommend that I never again be allowed on a golf course as long as I have air in my lungs. The good thing about golf though is that you get there in the end. It might take a couple of dozen shots, but eventually you will get the ball in the little hole, no matter how bad you are. All that's required is perseverance, and the ability to ignore the people behind you with their smart suggestions that you'd be better off trying a sport that involves less general bodily dexterity, like maybe beer drinking. Beer drinking is of course an important part of golf, but there's a reason the bar is called the 19th hole and not the first, since playing golf after drinking a lot of beer is second only in terms of sheer impossibility to getting through the whole of the EastEnders omnibus without contemplating the pain of being and the pointlessness of existence.

Last year, armed with all this knowledge, I agreed to go on a golf holiday with a good friend of mine. I don't think either of us could have been firing on all cylinders at the time. As the appointed weekend arrived I embarked upon a meticulous regime of preparation that involved:



1. Polishing my clubs.
2. Waiting for my lift to turn up.

The three hour journey was heavily infused with the type of banter you get when three men are cooped up in a car for three hours on their way to a golfing resort for the weekend. Much of it involved beer. Upon our arrival the first thing I noticed was how much shinier everyone else's clubs were than mine.

I took a great sense of pride from the fact that my golfing technique up to this point was all my own work. Some would call it unorthodox, many would call it comical. As more and more bags of bright, shiny clubs trundled onto the car park I made an important decision – to seek out someone who might offer a tip or two and save me from three days of abuse and humiliation. A sly word at reception secured me a lesson with a local pro the following morning. Huzzah!

I was at the range right on time with my six iron as instructed (well, actually I was instructed to bring my seven iron but, following some beer drinking the previous evening, we had decided to go outside and take a few practice swings, the direct result of which was that my seven iron was no longer in service).

The pro asked me to hit a ball. This I did. I could see he didn't know whether to laugh or cry. He told me to move my feet, tuck my elbows in, eye on the ball, get my balance, count steady, swing slow, and by Jove if I didn't damn well hit the ball in a straight line. Not far, but straight. This, for those of you who had not been following my golf career up to that moment, represented a mammoth improvement. Another swing, same result. Another and another, little white balls winging their merry way high and forward. Then he told me to set myself

up and try it with my eyes shut. I was dubious, but it worked. Unbelievable, and off I trotted, suddenly not feeling so self-conscious about my slightly dull-looking clubs.

It just goes to show that with a few pointers and a bit of practice anyone can master trickiest of tools. The problem with life is that there are far too many tools in the world. I have a solution. It's called the Universal Tool™. It will have two analogue sticks, a D-pad and 7-10 buttons depending on the ergonomics (I haven't finalised the design yet). Sounds like a generic console controller, you might think, and you'd be right, but let's examine the facts. Using a standard control pad I can play football, shoot guns, drive aeroplanes, command armies and collect fruit with equal effectiveness. It's a perfect tool that enables me to interact with the game world in any way I wish. Imagine a controller for real life. Imagine how good you could be at everything! Subject to securing the necessary funding, the Universal Tool™

could be in stores as early as 2007, so start saving, because it won't be cheap.

In case you're wondering, I came second last in the golf. **CUBE**



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WORLD OF NINT

A glance at the globe through a Cube-shaped lens...

No PSP in UK until July (UK)

Sony seems to be continuing its efforts to balls up the launch of the PSP as much as possible with news from the company that it won't launch the PSP in the UK until the second half of the year with many shops not expecting it to appear until September. Sony's excuse for the delay is that it can't make the overly complex consoles fast enough and so wants to make sure its got enough to support the American launch at the end of March. The delay to its Euro launch will almost certainly mean Sony won't be able to make its end of financial year

targets for the console, although it should mean at least that the UK won't have to put up with all the dodgy screens, broken buttons and UMD flinging disc drives that have plagued the first batch of Japanese consoles.



From EA with Love (US)



Many of you will have noticed that *GoldenEye: Rogue Agent* wasn't very good. An insult to both the world of James Bond and Rare's *GoldenEye 007*, which only summary execution of all involved could possibly redeem (there's more on that later). Well, if the rumours are true, EA agrees, or at least agree that its sales figures weren't what it had hoped for. And thus it is turning to 007's back catalogue for the next game. If the internet chatter is right then the next game will be an interpretation of the second James Bond film: *From Russia With Love*.

This is a curious choice because although it's very good it's probably the least gadget laden of all the films with relatively little action and an almost serious Cold War storyline. If this means a return to the stealthy shenanigans of Rare's magnum opus we can only applaud the idea and the fact that EA has stopped short of denying the rumours outright suggests it may all be true. Now if only it can get Free Radical Design to develop it. They did do *Future Perfect* for EA after all...

Marvel Vs EA: Age Of Heroes (US)



A while ago we brought you the frankly surreal news that EA had teamed up with Marvel Comics to produce a new action game that would pitch the combined intellectual properties of the House of Ideas against, err... EA.

The concept sounds oddly similar to Capcom's excellent *Marvel Vs Capcom* series, except it's impossible to imagine who EA would be bringing to the fight. John Madden? That guy with the cockney accent from SSX? A Sim? Captain EA?

We're only slightly the wiser now but we do know that the tie-in comic Marvel is creating for the project is called *Marvel Nemesis: The Imperfects*, and that it will feature a whole host of Marvel superheroes going up against a bunch of brand new technology based characters created by EA. Blimey! Or even - gosh!

Rogue Agents – Free Agents (US)



Did we mention how rubbish *Rogue Agent* was? In case we didn't, let us reiterate: it's the gaming equivalent of being told you've won a date with Britney Spears only to have Cliff Richard in a wig turn up and try to get off with you. To some degree at least EA agrees, because despite its stock going through the roof after its latest financial report the first thing EA did on receiving the

good news was sack everyone responsible for making the game. Around 60 staff were given the boot from the company's LA studio, with the majority being those who worked on *Rogue Agent* and the forthcoming *Dogs Of War*. We'd like to think they were poked and teased as they left, but no doubt they'd claim they were only following orders.

Games teach four-year-old boy to drive (US)



Thanks to the tabloid press we all know that games are evil and teach kids to kill, but it's a previously undocumented fact that they also teach them to drive cars.

Apparently a four-year-old urchin from Sand Lake, Mississippi was so incensed that his mother had locked away his favourite console that he broke into her car and drove to the local video store to try and rent a new one. His escapade ended in tragedy though when he found out the store was closed and then crashed into a police car.

Nobody seems to have been hurt and the young scallywag's skills behind the wheel were put down to hours of practise playing videogames. Reports that his



ENDO



Resident Evil 4 is da bomb (Japan)

For the first time in living memory, or at least since *Ocarina Of Time*, the entire gaming world seems to be in total agreement that *Resident Evil 4* is one of the very best things ever. The only problem is that Capcom seem to be having a bit of trouble shifting the thing. Its performance in the US is currently unclear but in Japan at least it's only managed to get as high as number 3 in the all formats charts and sold a paltry 170,633 copies in two weeks.

Compared to genuine blockbusters like *Dragon Quest VIII*, which can sell 1.5 million copies in a week, that's pretty close to being a complete bomb.

The situation is peculiar because it's not directly the fault of the GC user base, which is proportionally much larger in Japan than the US and UK – as evidenced by third party titles such as *Naruto* doing very well. The only answer then can be that Japanese gamers are stupid in the head.



Sega loves Nintendo

(Japan)

Ever since Sega went third party it's been very clear that Sonic Team's favourite platform is the GameCube. From *Billy Hatcher* to the bizarre decision to premiere *Phantasy Star Online*, the GameCube has always seemed to be its number one priority.

It doesn't seem like this is likely to change in the short term either, with *Sonic The Hedgehog* creator Yuji Naka confirming that he is currently working on a new *Sonic* game for the GameCube, which he hopes to release before the year is out (in Japan at least). With a new *Sonic* game also due for the DS it looks like Nintendo fans are going to be supersonic racing for a while yet.

GAMECUBE CHARTS

CHART-TOPPERS THE WORLD OVER

It's *Resident Evil 4* across the board in the US and Japan, although as you might have read elsewhere on this page it's not all good news for Capcom, particularly in Japan. Even so they've got four separate Resi games in the Japanese chart, including a rather nice looking bundle of *Remake* and *0* which we notice we've never had over here. In America the only new entry is *NBA Street V3* with its infamous inclusion of Mario, Luigi and Peachy. It's not exactly set the chart alight, but it has probably done better than it would have without their presence.

JAPANESE CHART

POS	LAST	TITLE	PUBLISHER
1	NE	RESIDENT EVIL 4	CAPCOM
2	9	RESIDENT EVIL 1 & 0	CAPCOM
3	1	MARIO PARTY 6	NINTENDO
4	4	MARIO POWER TENNIS	NINTENDO
5	8	PIKMIN 2	NINTENDO
6	3	NARUTO 3	TOMY
7	RE	RESIDENT EVIL	CAPCOM
8	RE	WARIO WORLD	NINTENDO
9	RE	RESIDENT EVIL: VERONICA X	CAPCOM
10	2	DK: JUNGLE BEAT	NINTENDO

US CHART

POS	LAST	TITLE	PUBLISHER
1	1	RESIDENT EVIL 4	CAPCOM
2	5	SUPER SMASH BROS MELEE	NINTENDO
3	3	SUPER MARIO SUNSHINE	NINTENDO
4	4	MARIO PARTY 6	NINTENDO
5	2	ANIMAL CROSSING	NINTENDO
6	RE	MARIO KART: DD!!	NINTENDO
7	NE	NBA STREET V3	EA
8	RE	LUIGI'S MANSION	NINTENDO
9	8	METAL GEAR SOLID: TTS	KONAMI
10	7	PAPER MARIO 2	NINTENDO



GAMER'S DIGEST

GAMECUBE RUMOURS, GOSSIP AND NEWS

ROUND-UP



MONEY SPIDER

Spider-Man creator, Stan Lee, must be tingling all over after winning his lawsuit against Marvel Enterprises, which could make him millions of dollars richer. Apparently, Mr Lee wanted a bigger slice of the Spidey-cake after Marvel spun hundreds of millions of dollars in profit from television, movie and videogame productions.

SCHOOL'S OUT FOR SUMMER

The videogame industry's charity, Entertainment Software Charity (ESC), has gone all squishy in the heart and donated £1.5 million pounds towards the building of a new school called the Paddington Academy. "The ESC makes a large number of grants every year to charities both in the UK and overseas," commented Mark Strachan from ESC. "Our support of schools and enabling increased education opportunities for young people will continue this year as the games industry continues its 20 year history of charitable work." The school will be open in September 2006.

NINTENDO'S HOT IN THE CITY

The Pokémon Center in New York City's Rockefeller Center is going! But before you start sobbing into your over-stuffed Pikachu doll you might be happy to hear that the store is being replaced by another Nintendo shop! Way-hey! It has been suggested that the "state-of-the-art" store will feature all of Nintendo's products, including showcases of forthcoming software and hardware releases. If it turns out to be a success, Ninty might even open a shop over here... nah, we don't believe it either.

FACE OF THE FUTURE?

First next-generation images revealed?

NINTENDO'S LIPS MIGHT be closed tighter than a duck's bunghole regarding its plans for the next-generation consoles but not everyone is being so coy on the subject. A student at Ohio University recently posted several pictures on the institute's website which were reportedly taken from a slide-show lecture given by Electronic Arts and apparently showed an example of the graphics EA would be able to achieve using the next-gen machines. If this turns out to be true then we're all

in for a triple-chocolate-sundae level treat as the graphics are simply breathtaking. The model, which looked like a beefed up version of Vin "better for the environment" Diesel, looked incredibly lifelike with realistic skin textures, muscle structure and light reflection in the eyes – and this is hardly surprising as reportedly Electronic Art's mantra for the new wave of consoles is "believability" and not just "realism". In order to achieve this believability, it is reported that EA would

improve upon subtle human movements and behaviour, such as facial movements, body movement and muscle and skeletal animation, achieving such sophisticated graphics that it would permit "simulation of natural phenomena, fidelity of characters and environment".

For legal reasons **CUBE** is unable to publish the images. However, if you wish to look at them for yourself then check out the news story on www.totalgames.net.

CUBE

Pokémon Colosseum...

458,686

...in Japan in 2004



Resident Evil 4...

NubyTech Inc's unique Chainsaw controller will now be available to buy in the UK! Woo hoo. No price has been confirmed yet, but it costs \$49.99 in the US which is roughly £26.

...a cut above the rest

DOG'S LIFE

Scooby-Doo returns thanks to those meddling kids...

SIGH. SCOOBY-DOO, the world's only canine with an apparent hemp addiction, is back with the gang for another kerazy adventure in *Scooby-Doo! Unmasked*. Yay. This time the Scoobies have to find Fred's cousin Jed, a set designer for monster movies, after he mysteriously disappears. Soon all hell breaks loose as Jed's mechanical monsters get "possessed" and soon he is implicated, but could the dastardly Winslow Stanton (voiced by the original camp-Batman, Adam West. Holy smokes!) be behind the scheme? (Erm, yes?) It's up to the Scooby gang to learn of Jed's whereabouts and clear his name by splitting the team up so Fred can go off

with the two girls again and Scooby and Shaggy can satisfy their intense cravings for Scooby-snacks, whilst battling the array of spooky enemies lurking about the sets. To aid them on their quest, Scooby can don several outfits, such as a bat costume, a Kung Fu suit and an archer's uniform that gives Scooby relevant special powers, for example the ability to fly or do karate. There will be three environments, each with multiple levels and a variety of mini-games that should just about manage to distract you from the fact that you've spent £40 on another *Scooby-Doo* game. D'oh!



CUBE

TWO BECOMES ONE?

Pokémon Colosseum sequel? Yeah, but no, but yeah but...

GAME LISTINGS ON EB Games are like ships caught in the Bermuda Triangle. One minute they're there, the next minute they've gone never to be seen or heard of again. This month we've seen two juicy bits of information on the website, one regarding a new DS title (see Hands On Announcements) and the other regarding the rumoured sequel to *Pokémon Colosseum*, which mysteriously disappeared from the listings a few days after the games were posted on the site.

The big news was that a new Nintendo game, entitled *Pokémon Colosseum XD GC*, was due out in the US on 14 November for \$49.99. Could this be the speculated *Pokémon Colosseum* sequel that everyone's been talking about, ever since Famitsu magazine released some exclusive screenshots of an unnamed *Pokémon* game? It could very well be. Alternatively, it could be an extension pack for the original game or possibly even a special edition, although at that price it seems more likely that it's the rumoured *Pokémon* RPG game that *Zelda* creator, Shigeru Miyamoto hinted at late last year.



CUBE asked Nintendo if it could clarify whether *Pokémon Colosseum XD GC* would be the sequel to *Pokémon Colosseum* and when it was due out in Europe, but this was the company's rather disappointing response: "This is not a sequel to *Pokémon Colosseum*. We have not announced any new *Pokémon* titles for Nintendo GameCube in the UK or Europe." Killjoys. A little glimmer of hope wouldn't go amiss. Still, could it be that EB Games let something slip that they weren't meant to? Sounds highly likely to us, despite the denials.

CUBE

CUBE MOST PLAYED

THE GAMES WE'VE BEEN TAKING HOME AT THE END OF THE DAY



FIGHT NIGHT 2005

"You're rubbish, Miles! Rubbish with a capital 'R' and not even a cool backwards 'R' like in Toys R Us. Just R-U-B-B-I-S-H". Miles scoffed at Ryan's lame attempts at trash talk, but secretly he was dying inside.



TMNT: BATTLE NEXUS 2

It's crap, but no other game managed to cause such large crowds of people to point and laugh at the screen this month. Or maybe they were laughing at Ryan and Tim and the fact they had to play this tripe...



ZOO KEEPER

Undisputed retro god, Darran from GamesTM, had to finally admit defeat when Liz trounced him 30-to-1. Ahahahaha. Call yourself a gamer, Darran? Lamer more like. Beaten by a girl – the shame(sTM).

XPLOSION OF PRIZES!

Advance your game

BACK IN ISSUE 41 Hands On recommended Blaze's Xploder Advance SP – a cheats system that gives GBA SP owners a helping hand through those tougher games. Simply attach the Advance SP into the cartridge slot and you'll instantly have access to over 1,000 cheats for hundreds of games including infinite ammo, energy and lives and you can always download more!

CUBE HAS FIVE XPLODER ADVANCE SP'S TO GIVE AWAY. TO BE IN FOR A CHANCE TO WIN, SIMPLY ANSWER THIS QUESTION:

Q: WHAT IS THE NAME OF THE NEW LEGEND OF ZELDA GAME ON THE GBA? IS IT:

- A. THE MINISH BONNET**
- B. THE MINISH CAP**
- C. THE MINISH BERET**

THE DEADLINE FOR THIS COMPO IS
7 APRIL 2005

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**FIGHT NIGHT
ROUND 2**

SUCKER PUNCH



Get in the ring! EA's acclaimed boxing sim is back, this time with world middleweight champion Bernard Hopkins at the helm. With new power punches and damage effects, this will draw you in right-hook, line and sinker.

ANTICIPATION ★★★★

MADAGASCAR

AWFULY CLOSE



Based on the forthcoming DreamWorks animation, *Madagascar* puts you in control of four zoo animals attempting to escape to the tropical island. Comfy.

ANTICIPATION ★★

**SOUND
BYTE**

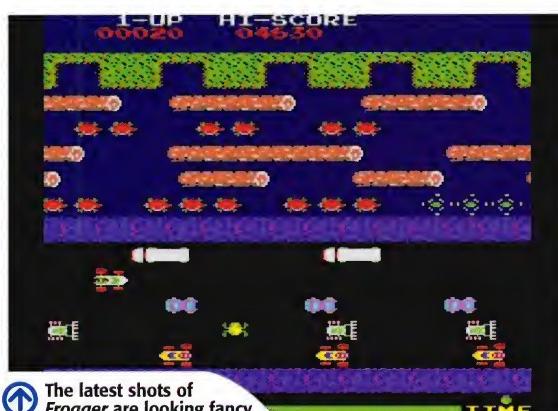
**"I NEARLY
VOMITED
BLOOD OUT OF
MY EYES!"**

Exclaimed Miles upon the suggestion that *Blackadder Back & Forth* was in any way not utterly appalling.

UK RELEASE LIST

CUBE's at-a-glance guide to the most interesting blips on the gaming radar

FIFA Street	Sports	EA	11 March	★★
Winnie The Pooh: Rumbly Tumbly Adventure	Adventure	Ubisoft	11 March	★
Mario Party 6	Party/Puzzler	Nintendo	18 March	★★★★
Fight Night Round 2	Sports	EA	18 March	★★★
Dragon Ball Z: Budokai 2	Beat-'em-up	Atari	18 March	★★★★
Resident Evil 4	Action	Capcom	18 March	★★★★★
TimeSplitters: Future Perfect	FPS	EA	25 March	★★★★★
Tak 2: The Staff Of Dreams	Platform	THQ	25 March	★★★★
Viewtiful Joe 2	Beat-'em-up	Capcom	1 April	★★★★★
Tom Clancy's Splinter Cell: Chaos Theory	Action	Ubisoft	1 April	★★★★
Ghost Recon 2	Action	Ubisoft	1 April	★★★★
Star Fox: Assault	Action	Nintendo	8 April	★★★★
Kao The Kangaroo Round 2	Adventure	JoWooD	15 April	★★
Madagascar	Adventure	Activision	May 2005	★★★
Robots	Platform	Vivendi	Q1 2005	★★★
Dragon Ball Z Sagas	Beat-'em-up	Atari	Q1 2005	★★★
Geist	Action/Adventure	Nintendo	Q2 2005	★★★★
Killer 7	Shooter	Capcom	September 2005	★★★★★
Fire Emblem	RPG	Nintendo	TBC 2005	★★★
Advance Wars: Under Fire	Strategy	Nintendo	TBC 2005	★★★
Batman Begins	Action	EA	TBC 2005	★★★
The Legend Of Zelda	Adventure	Nintendo	TBC 2005	★★★★★
Rainbow Six 4: Lockdown	Action	Ubisoft	TBC 2005	★★★
Odama	Strategy	Nintendo	TBC 2005	★★★
Frogger	Platform	Konami	TBC 2005	★★★



The latest shots of *Frogger* are looking fancy.



Odama is exclusive to GameCube! GC saved!

**FIRE
EMBLEM**

OF FINEST RED



If turn-based strategy games make you feel all funny inside, then look out for this. Control a band of mercenaries and defeat some force of evil or other.

ANTICIPATION ★★★★

**ADVANCE
WARS:
UNDER FIRE**

WITH LASERS



The popular GBA title gets a GameCube makeover courtesy of Kuju. Kuju's the name of a volcano in Japan, you know. Yeah, CUBE can be a pretty educational read at times. Innit.

ANTICIPATION ★★★

SLIP-O-METER

The games that dodged their release dates and those that got away

KILLER 7

It's gone back again, yep again. But don't worry we got to play it and you can read all about it in the In-Depth on page 40, but you'll have to wait until September to play it yourselves.



SLIPPED!

KAO THE KANGAROO 2

15 April – update your game ignoring calendar now or you might find this in the shops and wonder if it's good, it's not – we've played the preview version.



SLIPPED!

GHOST RECON 2

After disappearing for a while – it's back! And it's got a date – 1 April. Hmm, actually maybe the Ubisoft chaps are just having a little joke at our expense, the tricksters.



RESURRECTED!

IMPORTANT DATES...

Look, we wrote Gashbell. Tee hee*. That aside, it's another stellar month with a *DK* double-whammy plus *Splinter Cell* and *Medal Of Honor*. Gosh, games are great. (*Kids, we'll explain when you're older).

JAP RELEASE DATES

DONKEY KONGA 3	NINTENDO	17 MARCH
GOLD GASHBELL: YUJYOU TAG BATTLE 2	BANDAI	24 MARCH
DREAM MIX TV WORLD FIGHTERS (HTB)	HUDSON	31 MARCH

US RELEASE DATES

DONKEY KONG: JUNGLE BEAT	NINTENDO	14 MARCH
SPLINTER CELL: CHAOS THEORY	UBISOFT	29 MARCH
MEDAL OF HONOR: DOGS OF WAR	EA	1 APRIL

GAMECUBE CHARTS

WHAT'S TOP OF YOUR LIST?

Despite the Empey's dislike for the game (well, he hates everything that doesn't contain Ryu or grapes), you lot still bought *Four Swords Adventures* in droves, knocking *Need For Speed Underground 2* off the top spot, while *Metroid Prime 2* sits snug as a bug in second place for the second month running. Enjoy it while you can, boys. *Resident Evil 4* might just be putting in an appearance pretty soon.

UP

ChartTrack

All information is compiled by ChartTrack and is the strict copyright of ELSPA (UK) Ltd.

1 NEW	LEGEND OF ZELDA: FSA PUBLISHER: Nintendo	CUBE RATING: 7.8	You don't have enough GBAs to play this properly.
2 -	METROID PRIME 2 PUBLISHER: Nintendo	CUBE RATING: 9.7	The second feminist in space... just after Ripley.
3 ▲	PAPER MARIO: TTYD PUBLISHER: Nintendo	CUBE RATING: 9.0	Next: Origami Mario – The Thousandth Fold...
4 -	DONKEY KONGA PUBLISHER: Nintendo	CUBE RATING: 9.0	You bang the drums, we bang the big drums.
5 ▼	NFSU 2 PUBLISHER: EA Games	CUBE RATING: 7.1	Go chav racer, go chav racer, go chav racer. Go! Ye chavs.
6 ▼	THE INCREDIBLES PUBLISHER: IMDB	CUBE RATING: 6.0	It's just a rip-off of the Fantastic Four but redder.
7 ▲	TALES OF SYMPHONIA PUBLISHER: Nintendo	CUBE RATING: 8.0	"And now to reveal who your father really is..."
8 -	FIFA 2005 PUBLISHER: EA Games	CUBE RATING: 7.0	Footballers – always spitting and roasting. Mmm, meat!
9 ▼	PRINCE OF PERSIA: WW PUBLISHER: Ubisoft	CUBE RATING: 9.0	The warrior is within, not on the outside with knives.
10 ▲	POKÉMON COLOSSEUM PUBLISHER: Nintendo	CUBE RATING: 8.6	Handy for levelling up your man, not your mum.



Budget GameCube games still making the rounds

ON A SHOE-STRING

- 1 THE SIMPSONS: HIT & RUN
- 2 SONIC HEROES
- 3 SONIC MEGA COLLECTION
- 4 THE LEGEND OF ZELDA: WIND WAKER
- 5 SONIC ADVENTURE 2: BATTLE
- 6 SPIDER-MAN 2
- 7 MARIO PARTY 5
- 8 SHREK 2
- 9 SUPER MONKEY BALL
- 10 SUPER MARIO SUNSHINE



GCN
GAMECUBE NEWS

FINAL THOUGHT

THE WAY WE WERE

2005 is going to be a tough year for the GameCube. With the Revolution peeking over the horizon and Nintendo's focus and money currently being spent on the DS, everyone seems to have forgotten about the purple machine. Lets face it, if there ever was a need to get the GameCube some publicity its now and yet it feels as if Nintendo has cast it aside like an unwanted wife to replace it with a younger, prettier model. But the GameCube still has plenty to give, with *Resident Evil 4*, *Viewtiful Joe 2*, *Legend Of Zelda*, *Geist* and (fingers crossed) *Killer 7* being just a handful of the great games on offer this year. Come on guys, we've got one of the greatest games of all time just on sale and it's a Nintendo exclusive for the foreseeable future, so let's big up the GC!

CUBE



CUBE COMPETITION GREAT GIVE-AWAYS!

MY LUCKY STARS

Win a GameCube and Star Fox: Assault!

THE RETURN OF Fox McCloud, Peppy Hare, Falco Lombardi and Slippy Toad has been the talk of the CUBE office this month. Watching Chandra swoop around the Dinosaur Planet is always fun so watching him do so in *Star Fox: Assault* is even better. It's another mix of causing mayhem in the Arwing and saving Slippy from trouble, the cocktail of thrills and spills that's served the series so well over the years. "Team Star Fox is back for their most intense combat yet, as they engage a new threat by air and by land!" shouts the excited press release. Who are we to disagree?

Here's what you can win:

The lucky winner will open his post and discover a copy of *Star Fox: Assault*. Then he'll open the parcel next to it and find a

GameCube to play it on. Imagine the happiness that will bring! The runners-up will open their post and find copies of *Star Fox: Assault*. All you have to do to be in with a chance of giving your postman extra hassle from carrying an GameCube sized parcel on his delivery round is answer the question below:

WHAT IS THE NAME OF SLIPPY'S FATHER?

- A: TRIPPY
- B: BETIND
- C: DAVE



Call 0905 168 0690

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FEATURE



TALKIN' 'BOUT MY REVOLUTION

The Revolution starts here... but is innovation really the way forward?

In two short months, Nintendo will unveil the successor to the GameCube. For the first time in the history of the hardware developer, there are major doubts as to whether its next piece of hardware will deliver the goods, and whether Nintendo's new direction will leave its followers out in the cold. Will it really be the promised 'revolution' or just a box of gimmicks?

With the arrival of the DS and the much-rumoured 2006 GBA2 launch, Nintendo fans and the industry alike are in a state of confusion. What is Nintendo planning? This feature brings everything we know together in one place. Where is technology going? What will Revolution and GBA2 offer? How can the DS compete with the PSP? You'll find all the answers right here...

Nintendo's main problem can be easily summed up: the company is not united. This has led to a tangled web of confusion and contradiction. At the end of the day, NCL (Nintendo Of Japan) develops the hardware and makes the decisions. For as long as we can

As far as NCL is concerned, gamers don't want straight-laced, graphically enhanced sequels to their favourite franchises – they want something new and innovative. NOA (Nintendo Of America), on the other hand, is right in the middle of a market that contradicts that mantra. US sales of EA's *Need For Speed Underground* games, Bungie's *Halo 2* and Rockstar's *Grand Theft Auto* have been phenomenal. NOA knows this, and has gone out of its way to fire Nintendo characters into the mainstream. Two years ago only an idiot would predict that Nintendo would allow Mario et al to appear in an EA title. Now we have the Nintendo All-Star team in *NBA Street V3*, the entire *Super Punch-Out* game in *Fight Night: Round 2*, Mario and Luigi in *Dance Dance Revolution* and lord knows whatever else on the horizon.

Last but not least is NOE (Nintendo Of Europe), which, without wanting to cause offence to those involved, is basically at the mercy of both NOA and NCL. Us Europeans... we get what we're given. This situation is improving

worldwide (the series has grossed \$15 billion in the US alone), it is the ultimate proof that more of the same does sell... Well, it does when there's no better alternative, anyway.

Of course, now that the PSP has entered the market Nintendo is in a very different situation. We admit that innovation and reinvention are the way to go, but only when they're hand-in-hand with a noticeable graphical jump. *Resident Evil 4* represents everything that Nintendo should be striving for: innovation and reinvention coupled with a superb use of the latest technology. Instead, though, and worryingly, Nintendo is concentrating on innovation ahead, and sometimes in place of, general 'wow factor'. When this happens, we're very tempted to use the word 'gimmick'. Even more worrying is that not only is Nintendo following this route for software (*Mario Party 6*, for example) but it's also developed a piece of hardware around it. Ladies and gentlemen: presenting the Nintendo DS...

"AS FAR AS NINTENDO IS CONCERNED, GAMERS DON'T WANT STRAIGHT-LACED SEQUELS"

remember NCL has been pushing the 'this industry must change and we're the company to do it' line. Ex-NCL president Hiroshi Yamauchi started the trend ("if we can increase the scope of the industry, we can re-energise the global market and lift Japan out of depression – this is Nintendo's mission"), and current NCL president Satoru Iwata is echoing this philosophy ("if we continue down the same path as we have been in the past, people may become tired of gaming").

(even more so this year), but it's going to be years before we're on a level with the US and Japan. As if it's not enough that the two main sections of Nintendo are catering for very different markets, you also have to consider that NCL is completely contradicting itself. What is Nintendo's most lucrative franchise? *Pokémon* of course. Having sold a quite frankly preposterous amount of units



What's that? Nintendo licensing out characters? Didn't see that one coming.



WINNERS ALL ROUND

DS: blind
stupidity or good
business sense?

WE KNOW THAT you all want to hear about the Revolution, but that, dear readers, is just around the corner. First of all we want to talk about the DS. You may not think it, but the DS and Nintendo's approach towards it can tell us a lot about where Nintendo is going over the next few years. However insignificant a Nintendo statement may be, and however stupid it may sound at the time, eventually it will lead to something. Nintendo has always said that the DS is not in competition with Sony's PSP. Instead, the dual-screened system will form a new 'third pillar'.

You'd be forgiven for scoffing at that statement – after all, both machines are going to be on the shelves next to each other.

As it turns out, though, the two systems are selling equally well in Japan and are targeting different markets. Whereas the PSP is appealing to both hardcore gamers and the mass market alike, the DS is appealing to hardcore gamers, GBA owners and a completely new market: the as yet untapped 'lightweight' market. This doesn't mean that 'the DS is for lightweights', but the pick-up-and-play nature of games like *Catch! Touch! Yoshi!, Feel The Magic* and *Wario Ware Touched!* appeals to lightweight users who just want a bit of fun and are very unlikely to spend £200 on what they see as a toy.

Suddenly, Nintendo's business plan is starting to make perfect sense. Revolution will compete against the PS3; GBA2 will go up against the PSP (more on both these statements later); DS will overlap with the GBA2 and PSP as well as introducing the Nintendo brand name to a whole new demographic – it might not deliver the kind of



DS: can't possibly compare to the PSP in terms of raw processing power.

graphics that we'd like, but it's going to make Nintendo a lot of money. It's very clever, if you ask us. However, if you're reading this feature then you're obviously not part of that new market, so what does this different focus area mean for you? While it's blatantly obvious what kind of games we can expect for the PSP, it's going to be a good few months before the DS gems start surfacing. If you have to make a decision now, though, we'd say this: both machines are very different. Both have their strengths and weaknesses, and at the moment it simply comes down to software. On this page you'll see a very simple table showing you what we think, and now we'll look at those categories in a little more depth:



AT A GLANCE...

How does the DS hold up to the PSP?

If you put a screenshot of *Ridge Racer DS* next to *Ridge Racers* (you can see a screen of each on these very pages) there really is no contest. These are handhelds, though, and you have to consider that graphics play a far less important role than they do in the home console market. So how does the DS compare in the other categories? We've talked about this in far more detail on these two pages, but here's a quick at-a-glance table to show you what we think. You might be surprised at our verdict.

HANDHELD MATCH-UP!

CATEGORY	DS	PSP
GRAPHICS	0	1
SOUND	1	1
BATTERY LIFE	1	0
PORTABILITY	1	1
MULTIMEDIA	0	1
PRICE	1	1
INNOVATION	1	0
SOFTWARE	1	0
WIRELESS	1	1
AESTHETICS	0	1
TOTAL	7	7

TEAM TALK TIM SAYS

Are you happy with the standard of sound and the sound capabilities of the current consoles?

I have mono sound at home, that's all. Though a mate of mine has his all wired up – surround sound and stuff – and, yeah, it sounds great as your ear can tell where the various Mario jumping noises are coming from. The Pro Logic thang means nothing to me, really.

What aspect of current joypads would you like changed?

PS2 – awful D-pad, Xbox – levers and tiny white and black buttons, GameCube – levers, stupid D-pad, the **Z** button, the spacing on the face buttons means only one throw in *Soul Calibur*... I could go on, but I'll not. If there could be a re-creation of the Mega Drive six-button pad for fighting games, I'd be happy. That's all it would take. It's not much, is it?

Are there any types of game that you would like to see tackled?

A decent Pokémon adventure on the GameCube/Revolution/DS – all link-up-able and with easy to swap-about-able Pokémons. Imagine the fully animated Pokémons doing their proper moves and not sounding like suffocating newts. And if that's too much to handle, well, Game Freak shouldn't have made so many of the wee critters.

Graphics: *Ridge Racer* is the perfect example. *Ridge Racer DS* looks like a smoother version of the N64 game. *Ridge Racers*, on the other hand, looks like a PS2 game. Put them side by side and there's no contest. In terms of 3D the DS can't touch the PSP and never will. The DS's ARM processors are far better equipped to churn out 2D sprites though, and something like *Catch! Touch! Yoshi!* looks very competent.

Sound: Both units are capable of great stereo sound.

Battery Life: The DS has a longer battery life than the PSP. Obviously you can have them plugged into the mains but that's not really the point.

Portability: Both units, while not as small as an SP/iPod, are small and light enough to stick in your coat pocket.

Multimedia: Sony is pushing the PSP as a movie/MP3 player. The unit will ship in the US with its own version of *Spider-Man 2*.

Price: The DS will launch at £99. When the PSP launches in Q2 '05 it will almost certainly come in at £199 – that's a huge difference. This has to be the one of the most significant factors in deciding which markets each unit will appeal to. The PSP lies in a similar realm to the iPod; the DS, however,



PSP: this looks gorgeous. It's not all about graphics, though, as the DS proves.

remains in Nintendo's tried-and-tested GBA bracket.

Innovation: With a touch screen, microphone and built-in instant messaging, the DS has an awful lot to offer. *Catch! Touch! Yoshi!* couldn't have been created without such innovations and it's games like this that will propel the DS forward.

Software: In terms of platform-specific, must-have software, both machines are

"THE WHOLE POINT OF THE DS IS TO ACT AS A STOP-GAP, CURBING SONY'S DOMINANCE OF THE MARKET"

left wanting at the moment. What makes the difference is the fact that DS owners are able to play hundreds of GBA titles already.

Wireless: Both units are capable of Wi-Fi link-up and both do it well.

Aesthetics: The PSP does look really sexy, we have to admit that. It was built to appeal to the iPod audience, and it fits that purpose really well. Well done, Sony.

Whether you end up investing in Sony, Nintendo or both depends entirely on what you want from your handheld. There are very different markets being targeted here, but we can't shy away from the fact that if the DS was capable of current-generation graphics as opposed to eight-year-old graphics, it would comfortably take the lead in the race against the PSP. As it stands, we think the two will co-exist peacefully for a year or so before the PSP slowly pulls away. We can't help but think, though, that the whole point of the DS is to act

as a stop-gap, curbing Sony's dominance of the handheld market until GBA2 arrives. Ooh, controversial. One thing is for sure: developers, publishers and investors alike are thanking both Nintendo (opening up a completely new market) and Sony (attracting older gamers to the handheld market).

What we find really interesting about the DS is the technology it uses. We've watched Nintendo test this technology on both the GameCube and the GBA SP. The DS uses SD Cards as its media storage device – long-term readers may remember that this technology was originally supposed to be available as a launch alternative to the standard GameCube memory card. It eventually came out in Japan but only certain games supported it, and eventually we all forgot about it. Nevertheless, this proves that Nintendo spends time testing out new technologies before it



Despite graphical shortcomings, the DS will provide new gameplay opportunities.

decides whether to use them as standard. Just look at the N64 Rumble Pack and the GBA SP Wireless Adaptor for further proof.

There's one other example as well: the GameCube's LAN set-up. Where will that turn up in Nintendo's future? It's a good question, and one that takes us quite conveniently onto the next topic of discussion: the Nintendo Revolution...

TEAM TALK LIZ SAYS

Are you happy with the standard of sound and the sound capabilities of the current consoles?

I don't have a sound system at home so I don't really mind if the Revolution has Pro Logic 5.1 as standard or not – it certainly wouldn't convince me to buy the console, I'd just see it as the cherry on an already delicious cake. However, sound is incredibly important in games and while I'm content with the sound quality of the current consoles, there's certainly room for improvement.

Are there any types of game that you would like to see tackled?

I'd like to see more sports titles aimed at women, covering sports like gymnastics, figure skating and so on. It's about time developers recognised that women play games and enjoy sports, just not necessarily football or rugby.

What one thing does Nintendo have to change? Nintendo really needs to ensure that third-party support for the Revolution is strong in order to compete with Sony. Nintendo can no longer rely on its franchises to keep the punters, as interest in them is waning somewhat.

FEATURE

2006: THE YEAR OF CHANGE?

Everything we know about GBA2 and Revolution

BATTLE OF THE GIANTS

It's Betamax vs VHS all over again

Two important new formats are looming on the horizon: Blu-ray Disc and HD-DVD. Both are trying to replace the current DVD format. Blu-ray has been pioneered by Sony and has the support of many companies including Sharp, Samsung, Walt Disney Pictures and 20th Century Fox. The main difference is that the reader uses a blue-violet laser that has a shorter bandwidth, and so can read data that is more densely stored – this means you can fit upwards of 25Gb onto a single layer, allowing for high-definition pictures and extremely high-quality sound. Being the pioneer, it's not too surprising to hear that Sony is using this technology in the PS3.

HD-DVD, on the other hand, is being developed by Warner, with the support of Toshiba, Universal and Paramount. The technology is very similar in many respects, but the winner will be decided by how many companies support them.

HD-DVD is out this year, whereas Blu-ray has been delayed in the West until 2006. One thing is for sure: there'll be tears...

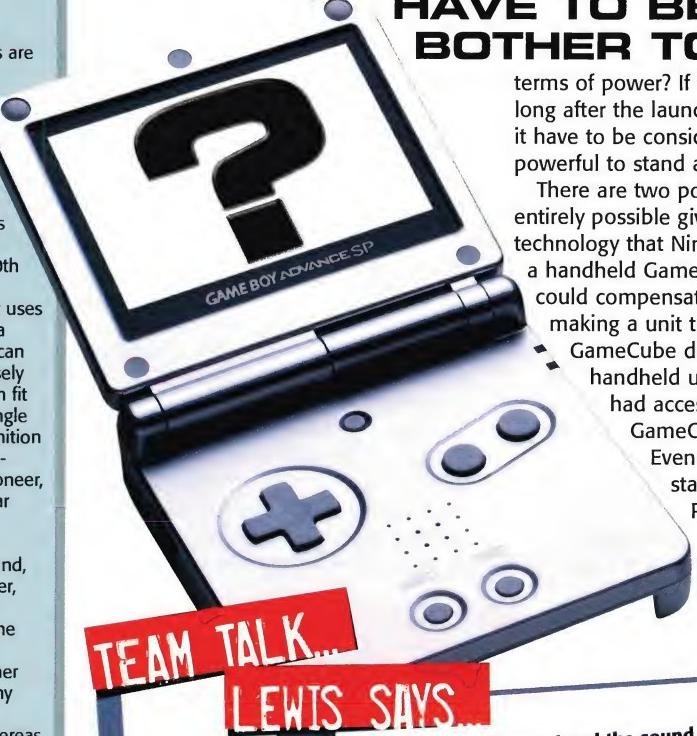


WE'RE ALL AGREED that the DS is a strange one. The 'third pillar' quite rightly had to be something a bit different from the norm and Nintendo is spending a huge chunk of its bank balance to take the videogames market in a different direction. That doesn't mean that the other two pillars aren't just as important, though, and it's these areas that we're incredibly curious about.

GAME BOY GROWS UP

Just because Nintendo hasn't said anything about the successor to the

"BUYING A CONSOLE IS LIKE PULLING - YOU HAVE TO BE WOVED BEFORE YOU BOTHER TO FIND OUT MORE"



**TEAM TALK...
LEWIS SAYS**

Are you happy with the standard of sound and the sound capabilities of the current consoles?

Most games really do need a good sound system to add to the experience and totally absorb the player into the world created – Resident Evil 4 is probably the best example I can think of. The standard of sound on the consoles at the moment is pretty good given that most owners don't have state-of-the-art equipment.

Are there any types of game that you would like to see tackled?

I think a new look at sports titles needs to happen. Things today seem just the same as the other game you played a week ago and just lack imagination. I really like the Resident Evil style and think this mixed with a Predator theme would kick ass.

What one thing does Nintendo have to change?

Nintendo really needs to shake the 'kiddie' image. Mario has done it proud over the years, but now he's old, dated and dull in my opinion. Large parts of the fan base he has from the NES days are all grown-up now. GTA has done great things for PS2, Halo for Xbox, but Nintendo doesn't really have the game that draws people to its machine.

GBA, it doesn't mean it isn't working on it. In fact, it's incredibly likely that Nintendo has been working on it for some time now.

Nintendo's obsession with connectivity taught it an awful lot: mainly that it does present extra value and it is something that people are interested in, but only at no extra cost or effort. You can be sure that GBA2 will link to the Revolution in some way. Wi-Fi technology has been proven with the DS – it's fast, reliable and effective, and GBA2 will definitely use it in a big way. But where exactly will it lie in



↑ The GBA2 will work with SD technology, much like the GameCube and DS.

to compete with such a range of titles. Nintendo did it with the DS (GBA

terms of power? If it's coming out so long after the launch of the PSP, won't it have to be considerably more powerful to stand a chance?

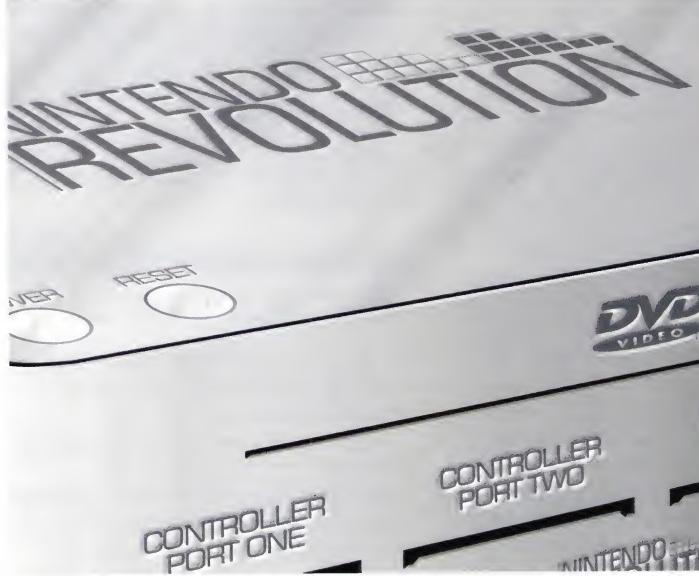
There are two possibilities: first, it's entirely possible given the price of the technology that Nintendo could deliver a handheld GameCube. Nintendo could compensate for the delay by making a unit that played all GameCube discs. Imagine a handheld unit that immediately had access to the GameCube's entire library. Even with such a head start in the market, the PSP wouldn't have enough quality titles

compatibility), and it's not too hard to believe that it could do it with the GBA2. If the powers that be designed the hardware so that you could play a game on the go, save your progress to SD Card, then continue your game at home on the GameCube (via the SD Adapter)... now that really would be something. On top of that there would be a large number of developers who already have significant experience with the development tools, so they would hit the ground running.

The second possibility is that Nintendo will hold back until the end of 2006, then launch a handheld that is significantly more powerful than the PSP. When you consider how much has been said about the GBA2 (absolutely nothing) as opposed to what has been said about Revolution (a bit), we can safely say that developers have heard nothing from Nintendo's teams. As things stand right now, the two possibilities are evenly matched, and either could happen.



↑ The PS2 controller is regarded by many as having the best overall means of control.



 Revolution will definitely cater for four players – that much is certain.

REVOLUTION IS HERE

We have to admit that we know next to nothing about the GBA2, but the Revolution is a different story. As you'll soon discover, Nintendo's next home console could go one of two ways: it could either



deliver a complete revolution in the home, and propel Nintendo back into the public eye, or it could be the biggest flop to date. There won't be any middle ground. Here's what we know for sure:

■ Revolution will offer something very different, either in the form of a control gimmick or in the way that the entertainment is delivered. Satoru Iwata has already gone on record as saying, "I want you to know that Nintendo is already working on its next system, and that system will

create a gaming revolution."

■ Revolution will be here in 2006. Reggie Fils Aime has said, "We will bring Revolution to the marketplace roughly at the same time as the competition. We are driving our timetables based on what we believe Sony will do."

These two things we know for sure, but there's a treasure chest full of official lines that carry hints, rumours, interesting quotes... and that's what this feature is all about. From here on in we'll be putting everything that has been said on the table and trying to sort out the truth from the nonsense. We'll do this by handling every attribute of the console.

Storage Media

Nintendo has always maintained that it will not bow to piracy, and we don't expect this to change for Revolution. It opted for cartridges over CDs with the N64, and it opted for proprietary DVD over regular DVD for the Cube. As far as Nintendo is concerned this



TEAM TALK... RYAN SAYS

Are you happy with the standard of sound and the sound capabilities of the current consoles?

I just use the humble old television. Because of that, I'm not too bothered about the technical aspects of sound capabilities but would rather developers looked into how to use sound properly – look at *Resident Evil* and *Silent Hill* for how sound should be done.

Are there any types of game that you would like to see tackled?

More games in the mould of *Shenmue* would be nice – games where you have an overall goal and still remain story-driven but you can do it in your own way and in your own time. As games get more and more realistic and detailed, I don't think it's that unrealistic to say you could be a virtual tourist in a virtual town, with so much to do and see.

What one thing does Nintendo have to change?

Nintendo has to get online, otherwise *Burnout 3*-style fiascos will become commonplace as the other consoles go online and publishers don't want to release games without online features. It has to happen sooner or later so it's best do it now before it's too late.

CRYSTAL BALL

Look into the future

While we don't have any images to represent the Revolution's capabilities, we do have screens from proposed next-generation projects. Both EA and Microsoft have released images of what the next generation of games could look like, and the results are very impressive. *Resident Evil 4* producer Hiroyuki Kobayashi told us in an interview that he expects the graphical jump to be akin to that of the PS2 over the PSOne, and the screenshots confirm that.

The main differences are the resolution and number of textures, and the number of effects you can apply to any one scene at a time. The GameCube and Xbox started down this road with multi-pass rendering, and the next generation will take this a step further.

 Yeah, it looks okay... s'pose... The DS could do better though, innit?



FEATURE

IN THE CUBE WITH...

HIROYUKI KOBAYASHI AND ATSUSHI INABA

POSITION: PRODUCER (RE4, KILLER 7)/PRESIDENT
COMPANY: CAPCOM/CLOVER STUDIO

CUBE: Are there any pieces of technology or gadgets that you're really looking forward to?

HK: Well, iPods are really becoming the latest hot item in Japan so I've got my eye on them.

AI: I am definitely interested in PSP and DS. The gadget that I am really interested in is non-video game related but it hasn't been released so I can't mention it.

CUBE: What sound system do you have at home? Do you think the next generation of home consoles should embrace new sound technologies or are you satisfied with what we have at the moment?

HK: I have a 5.1 sound system – it is enough for me. Until there is a higher saturation rate of 5.1 sound systems, I really think they are enough.

AI: What I have at home is a Denon 5.1 system. The next generation of home consoles should embrace the latest sound technology. However, they should still be able to cater for any user who doesn't own a surround system.

CUBE: In terms of graphics several publishers have already released images of what they think the next generation will be capable of. Current-generation games such as RE4 already look absolutely stunning – realistically, do you think new technology could make games look that much better?

HK: I think you will notice a difference in technology similar to the upgrade from PSone to PS2. Games will look better, but not a lot.

AI: Of course. The next generation games consoles will have more capacity so we can expect better quality. However, there won't be drastic evolution in games since our technology has already gone quite far. Personally, the graphical quality is not my main interest any more. Realistic graphics are neither special or new, therefore a gamer's attention will shift to something different. In my opinion, how to render imaging and create the world with a creative solution would be something we should look into.

CUBE: What new gameplay ideas do you think we will see in the next generation? Are there any you'd like to see?

HK: It would be cool to see true 3D TV sets (sort of like the computer screens that are starting to come out). That should be the next evolution for games and entertainment.

AI: I am afraid that if I answer this question, I will spoil the future release of my own games!

CUBE: It's always very exciting to see what control methods companies come up with. The latest rumour is that Nintendo's Revolution will not have an \triangle or \circ button. What features do you think these controllers will have, and are there any features that you would like to see?

HK: An adjustable controller that fits your hands perfectly sounds great to me.

AI: Touch sensitivity definitely has high potential in game development. It would be interesting to use controllers that were customisable for different games. However, when making the standard controller it should be as universal and simple as possible. The standard controller should not limit the creative process.

CUBE: Last of all, are there any games that you'd really like to see in the next generation? Are there any that you yourself would like to work on?

HK: I have lots of ideas for myself personally. I guess a new Metal Gear Solid would be cool on a next-gen console.



tactic has worked, and it has saved huge amounts of money where others such as Sony have lost it. More recently, the DS adopted SD cards as its format of choice, a form of media that dedicates a significant chunk of its memory to copyright protection.

Whereas PS3 will use Blu-ray and Xbox 2 will go for HD-DVD (more on those on page 32), it seems highly unlikely that Nintendo will opt for formats that are so prone to piracy. It's more likely that Nintendo will work with another company to develop a proprietary, DVD based storage medium with a capacity in the region of 10Gb. Then again, there might not be the need for such capacity if the rumoured rendering techniques are anything to go by...

Graphics

This is where things get very interesting. Sony's machine will contain Cell – "a chip capable of massive floating-point processing." We'll admit the specs on the official press release look very impressive, but it really means nothing

"A NEW, REVOLUTIONARY KIND OF IMAGE PROCESSING MAY BE ON THE CARDS"

until we see games up and running. Both EA and Microsoft have released screens of what they think next-generation games will look like, and you can see these in our 'Crystal Ball' boxout (page 33). The screens look quite impressive, but perhaps there really is something else that we should be looking at rather than just a bunch of pumped-up stats.



Last year's Xbox2/Xenon demos gave a good impression of what to expect.

The classic line from Iwata – "Today's consoles already offer fairly photo-realistic expression" – hints at something else, and when you put this together with the Atsushi Inaba interview in this feature and a particular Nintendo patent, you get something rather special. Nintendo has been hinting at a revolution, and something beyond photo-realistic graphics. A patent filed in 2004 described a technology that would prevent the movement of fixation points on the screen, which suggests the potential to create believable graphics with far less processing power. Inaba has said on these very pages that, "in my opinion,

how to render imaging and create the world with a creative solution would be something we should look into." These three seemingly unrelated tit-bits would suggest that perhaps Nintendo is being far more clever than we thought, and if a new, revolutionary kind of image processing is on the cards, Nintendo could curveball the opposition.

Online

Patents can give away a fair bit about what a company is planning. Recently,

TEAM TALK CHANDRA SAYS

Are you happy with the standard of sound and the sound capabilities of the current consoles?

I'm a huge sucker for sound, but I'm quite happy with Pro Logic II technology. Decent Pro Logic sound from two good speakers and a sub is enough for me. I think there's a lot more to be achieved within those parameters (very few games take full advantage) without jumping up to a 7.1 standard for no good reason.

What aspect of current joypads would you like changed?

I love the GameCube joypad for some games but for extreme sports and fighting it's rubbish. Take the PS2 pad then give it the GameCube's super-smooth analogue, a SNES D-pad and two analogue triggers and I'm there.

What one thing does Nintendo have to change?

I'm all for innovation, but Nintendo is sorely mistaken if it thinks that gamers will lap up gameplay in place of cutting-edge graphics. Here's an analogy for you: buying a console is like pulling in a club – you have to be wowed before you bother to find out more. Whatever Nintendo chooses to show in May, it had better look good otherwise nobody will care.

TEAM TALK

MILES SAYS...

What aspect of current joypads would you like changed?
The PlayStation pad is the best. No bizarre ergonomics, just your D-pad, two analogue sticks and eight accessible buttons. Do we need more buttons? I dunno, but what we really don't need are analogue triggers that benefit only racing games and nothing else. Perhaps a shoulder-button layout similar to the PS2 pad but with L2 and R2 being analogue.

Are there any types of game that you would like to see tackled?
Freeform gaming still doesn't really exist. Despite illusions to the contrary, *CTA: San Andreas* doesn't offer any true freedom except to allow you to wander where you wish. The next step is actually influencing the outcome yourself – not simply diverging paths through the game, but events occurring and developing organically in real-time.

What one thing does Nintendo have to change?
To stop believing its own hype and forget the need to 'innovate' at every turn. Sometimes you have to consolidate what you have, and change for change's sake is rarely good. Instead of embracing the mainstream games market Nintendo seems determined to distance itself, and it will remain a niche outsider for as long as it continues to do so.

Nintendo filed a new one – Patent 6,769,989 – that describes additional communication and storage capacity via a modem and hard disc drive. That would seem like quite an obvious statement to us. Nintendo has been quietly watching its competitors test the waters, and now it knows that it can't ignore the potentially huge online market anymore.

Controller

Nintendo has consistently innovated when it comes to console controllers, but we think it might be trying to simplify things this time. Last year, Japanese publication *Shukan Diamond* published an article claiming that the Revolution controller would not feature a D-pad or the A and B buttons. Moreover, Iwata said recently that Revolution would bring about a "paradigm shift" and that something that looks too complicated could alienate a mainstream audience. This could see Nintendo replacing unnecessary buttons with touch-sensitive pads. We predict that the new controllers will at least be wireless, have in-built feedback and feature some kind of touch-sensitive technology. An evolution of the wireless Wavebird and SP technology is a certainty.



The new *Zelda* shows Nintendo displaying a willingness to grow up.

Sound

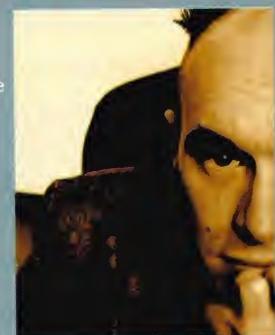
This is a difficult area for Nintendo. Great as it would be for Revolution to have Dolby Digital 7.1 straight out of the box, you have to wonder whether there's really any need for it. The GameCube delivers fantastic sound through two speakers by way of Dolby Pro Logic II, and with the successor (Dolby Pro Logic IIx) on the way it's unlikely that Nintendo will go with a full-on surround sound chip. Asking around the office reveals that not only do the majority of people not have surround sound set-ups – some people still have mono TVs! We think that until the majority of homes have set-ups to deal with surround sound, there's really no need to stay neck-and-neck with advances in sound technology.

That really is all we know about Nintendo's next home console. No doubt over the next two months there will be secrets revealed, and we'll be there to cover every word for you. Publishers have started mentioning it in their next-generation speeches, and when publishers know things you can be sure it won't be too long before one of them says something it's not meant to.

So there you have it. All three of the Nintendo pillars will co-exist by the end of 2006, and then we'll be able to see Nintendo's plan in action. In answer to our opening question of 'is innovation really the way forward?', yes, we think it is. As many developers have said, the jump in graphical quality will be obvious, but there needs to be something more for us to start seeing new gameplay experiences. If Nintendo can deliver in both these areas it can rule the world again. If not, well, at least we had fun.

IN THE CUBE WITH... **VALERIO FAGGIONI**

POSITION: GAMING MANAGER - EUROPE
COMPANY: DOLBY LABORATORIES



CUBE: What new sound technologies can we expect to see in the home in 2006 and beyond?

VF: You probably already know that Dolby technologies are in millions of consumer electronics products, from home theatre systems through cars to, of course, games consoles. 2006 could well be the year of convergence, as both the PC and next-generation console environments are a big area for change at the moment. At Dolby, we have been working with Intel to bring high-end audio to PC platforms, so we should start seeing PCs with a Dolby logo on the outside and plenty of top-quality audio on the inside, including Dolby Headphone (surround sound through any normal set of headphones), Dolby Virtual Speaker (surround sound effect from just two speakers), Dolby Digital Live (real-time encoded 5.1), and Dolby Pro Logic IIx (natural 6.1 or 7.1 from any source), amongst others.

Personally, I believe that 2006 could be important for the next-generation consoles as we're seeing them shaping up to be as powerful and flexible as today's PCs, but infinitely more reliable. I see the console as the winner of the next year's entertainment hub for the home, where you could play games, watch movies, network and share gameplay experiences and social interaction, go online and enhance your console capabilities easily. I also think 2006 will be the year where multi-channel audio will be taken up by game designers as a new gameplay tool and games will see 5.1 sound used as an innovative means of controlling the game itself. A gaming trend we saw develop in 2005 is the appearance of affordable portable Dolby Headphone products; 2006 looks set to offer more of these. This gives you surround sound through a pair of headphones – fantastic for late-night gaming without annoying the entire neighbourhood, or for those people gaming in the smallest room possible, who would be pushed to fit in a full-blown 5.1 system.

CUBE: Is it likely that any of these advances will be incorporated into the next generation of videogames consoles such as the Revolution, PS3 or Xbox 2?

VF: Microsoft Xbox currently uses Dolby Digital, while PlayStation 2 and GameCube use Dolby Pro Logic II, which extends a stereo source into a natural and realistic 5.1 mix. These technologies have gone a long way to revolutionising the world of gameplay, helping gamers stay alive for longer by warning them what is lurking behind them. As for PS3, Revolution and Xbox 2, as far as we are aware, the specifications are still being discussed.

CUBE: How do you think the videogames industry has embraced modern sound capabilities? How easy is it for a small developer to incorporate full surround sound into its games?

VF: There has been a huge uptake of surround sound in the videogames industry recently, with Dolby technologies being integrated into the various consoles. Also, nine out of ten of the top-selling games on a regular basis feature Dolby surround, not only as an extra feature in video clips, but as an integral part of the gameplay.

It takes an afternoon for a developer to implement surround sound in their audio engine and some of the middleware toolsets out there (like RenderWare) already come with Dolby support. On the Xbox front it is even easier as a real-time interactive Dolby Digital encoder comes with the motherboard! We support developers free of charge, often sitting in on their mixing session and testing the games once completed. It's a real hardship, I can tell you, to have to test early games...

CUBE: What would your dream next-generation sound set-up consist of?

VF: Oh, it would definitely be a Dolby Digital/PLIIx 7.1 surround set up (200 watts per channel should do – that's 1400 watts in total). It would feature a bass reflex port opening directly on my neighbour's dog kennel and hopefully the nice amplified bass frequencies will silence both the dog and the owner for good! Of course, Dolby Headphones would also be a must for online gaming sessions!

CUBE

INFORMATION

MORTAL KOMBAT: DECEPTION

PUBLISHER: MIDWAY

DEVELOPER: MIDWAY

ORIGIN: US

GENRE: BEAT-'EM-UP

PLAYERS: 1-2

PERCENTAGE COMPLETE

0% 25% 50% 75% 100%



TBA



TBA



OUT NOW

A BIT OF PREVIOUS

MORTAL KOMBAT: DEADLY ALLIANCE

GAMECUBE

MORTAL KOMBAT 3

MEGADRIVE

MORTAL KOMBAT 2

MEGADRIVE



Toastie!



Check it out. It's like, puzzles and stuff.

FIRST REACTION

Carol And Shoo Khan! And other new stuff we don't know about yet. Hopefully not artwork but don't hold your breath.

MORTAL KOMBAT: DECEPTION

American guinea pigs determine the worth of Mortal Kombat – they lose



THE COMPANY LINE

"MK: DECEPTION IS THE FASTEST SELLING GAME IN THE HISTORY OF MIDWAY"

MIDWAY PRESS RELEASE

CUBE BACKATCHA

Anything to do with the fact Midway's other games are guff?

THE BAD SPELLING has been taken care of thanks to the Konquest and Krypt modes. The gratuitous violence remains thanks to the various fatalities on show. And yes, Scorpion still shouts "Get over here!" like an angry sailor. In many ways, *Mortal Kombat: Deception* has nothing to offer long-term fans except another slice of squeamish fun. Closer inspection says otherwise. *Deception* has already taken its console bow on PlayStation2 and Xbox to lukewarm response for its average fighting. Still, fans bought it in droves

thanks to Konquest mode, which presents its *Mortal Kombat* world in RPG wrapping paper, adding much needed brain to its brawn. You run around, you collect coins, you have fun. Not only is this symbolic of life itself but it works surprisingly well and surpasses what many expected of it. *Puzzle Kombat* also draws attention, partly because it's a brain-bending puzzler, but mainly because it steals its best ideas from under the colourful nose of *Puzzle Fighter*.

The GameCube version will have even more to offer. New faces Goro (*Mortal Kombat*'s boss) and Shao Khan (*Mortal Kombat 2*'s boss) now pop up the character select screen, which boasts twenty characters playable from the start, as opposed to the previous total of six. What this means is the Konquest and Krypt modes will have changes as Midway has to put new things in to replace the now unlocked characters. Chances are, it will just be a few minor additions – new artwork? We shudder at the thought. Nevertheless, this has led to rumours by excitable internet monkeys that *Mortal Kombat* will be a hidden unlockable. It's not something to get all that excited about when you consider the original was actually quite poor,

but as we always say, let the monkeys have their fun. *Mortal Kombat: Deception* will have hit American shelves by the time you read these very words and its success in America will determine whether it sees the light of day over here.

CUBE



This is Shao Khan.
He's new! So is Goro.



- ⊕ New stuff exclusive to the GameCube!
- ⊖ But it's not being released over here

- We're not particularly excited at the thought of wading through Konquest. Mild excitement, at best, if we'd just eaten some Minstrels or something. It'll be interesting to play as Goro and see what other changes are made though.



SMASH
BACK SPIN
TOP SPIN
TORNADO RETURN

MARIO POWER TENNIS © 2006 NINTENDO CAMBRIA

TENNIS
WITH
AND

BLESS!

BOMBS
DOWN
BY
MEN

IF REAL TENNIS was like this MARIO POWER TENNIS would...

Tennis for people who
would rather hit things with sticks,
than eat strawberries & cream.

No limp-wristed
loser Englishman.

OUT!
25 FEB

NINTENDO
GAMECUBE

MARIO
Power
Tennis

TOURNAMENTS 6
CHARACTERS 18

www.nintendo.co.uk

"Is this appropriate?"
"No SALLY it certainly isn't."

Tennis
Book

CUBE

INFORMATION

BATMAN BEGINS

PUBLISHER: EA

DEVELOPER: WARNER BROS ENT

ORIGIN: US

GENRE: ACTION

PLAYERS: 1

PERCENTAGE COMPLETE



A BIT OF PREVIOUS

CATWOMEN

GAMECUBE

THE SIMPSONS

ROAD RAGE

GAMECUBE

LOTR: RETURN OF

THE KING

GAMECUBE

TBA

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CUBE

INFORMATION

KILLER 7

PUBLISHER: CAPCOM

DEVELOPER: GRASSHOPPER INC

ORIGIN: JAPAN

GENRE: WEIRD-'EM-UP

PLAYERS: 1

PERCENTAGE COMPLETE



SEPT '05



MAY '05



JUL '05

PREVIOUS

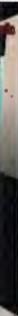
FROM THE MAKERS OF...

RESIDENT EVIL 4

The best looking and sounding, and the most enjoyable game the GC has to offer. Fact.



TOTALGAMES.NET RATING: 98



Killer 7

Presenting the strangest game we've ever played...

FOR AS LONG as we can remember, no other game has been surrounded by this level of secrecy. From the day it was announced as one of the Capcom 5, to the Vegas 2005 event (last January), not one person outside of Capcom had played it. We've seen screens, in-game movies and plenty of disturbing trailers, but our understanding of how the game plays has been limited to the obvious shooting sections. Now though this has all changed, and with the game due to hit Japan in just two month's time, co-producer Kobayashi-san (the game is being produced by *Resident Evil 4* maestros Kobayashi and

Mikami-san) has finally let us have a playable version. It's like a blessing from the gods...

Killer 7 is very, very strange. We had a sneaking suspicion that it would be, but we can tell you from first-hand experience how bizarre and screwed up this game really is. The game puts you in control of seven personalities: the Killer 7. Global terrorism has taken on an all-new form, individuals infected with the Heaven's Smile virus take orders from a mysterious, and very powerful man by the



name of Kun Lan. These Heaven's Smile soldiers are essentially mindless assassins... suicide bombers who cause massive amounts of damage whenever they are ordered to do so. The nature of the terror means that the only real solution lies in the form of professional assassins. The Killer 7 are the best in their field, mainly because of their very different, supernatural abilities.

The game throws you straight into the action. No background story, no introduction: just a short cut-scene where Garcian is told what he has to do by way of the informant 'Mills'. The first thing that hits you is the control system. It's not like anything we've ever played before. Our character Dan can run around via the A button. This button makes him run forwards along a set path. There's no control over where he runs, and if you come to a corner Dan follows a set path around it.

There's a quick turn option via the B button, but that really is all the control you have over the character's movement. When you come to a junction, doorway or another person you'll be given the option to either talk to



"ENEMIES CAN'T BE SEEN IN THE REGULAR SPECTRUM, AND IN ORDER TO LOCATE THEM YOU NEED TO ACTIVATE SCAN MODE"



them or go through the doorway by way of on-screen selections.

Your first mission sees you hunting down Kun Lan, and the building you're searching is full of Heaven's Smile creatures. You'll be able to hear them when they draw close: their high pitch cackle is the giveaway, and as soon as you hear it you should prepare for battle. Fighting enemies is similar to *RE4* in that you have to hold down **B** to bring up your sights. The enemies can't be seen in the regular spectrum though, and in order to locate them you need to hold down **L** to activate

Scan mode. Tapping **O** while you're in Scan mode locks your sights onto the closest enemy (you can keep tapping **O** to switch between targets) but this isn't the best way to destroy them. The scanner will reveal a key hit-zone (the enemy's weak point flashes yellow), which you can manually target. A well-aimed shot will finish off an enemy in one go (it'll explode in a shower of blood) whereas random body shots will eat

up far more ammo. Speaking of weapon supplies, ammo is unlimited (you do have to reload by holding down **B** and hitting the **O**-stick), but hit-zone shots are essential when you consider that the enemies detonate if you let them get anywhere near you.

Every time you kill an enemy a message will appear telling you that "you got blood." The Options screen shows you how much blood you have collected, and this has two main uses. Firstly you can buy new abilities (more



OLD-SCHOOL PUZZLES

It's like going back in time...

A significant part of the gameplay is actually puzzle-based. The general format of the game sees you progressing a storyline by solving puzzles and shooting enemies along the way. These puzzles are quite similar to those found in earlier *Resident Evil* games, and we've included a few examples for you right here:

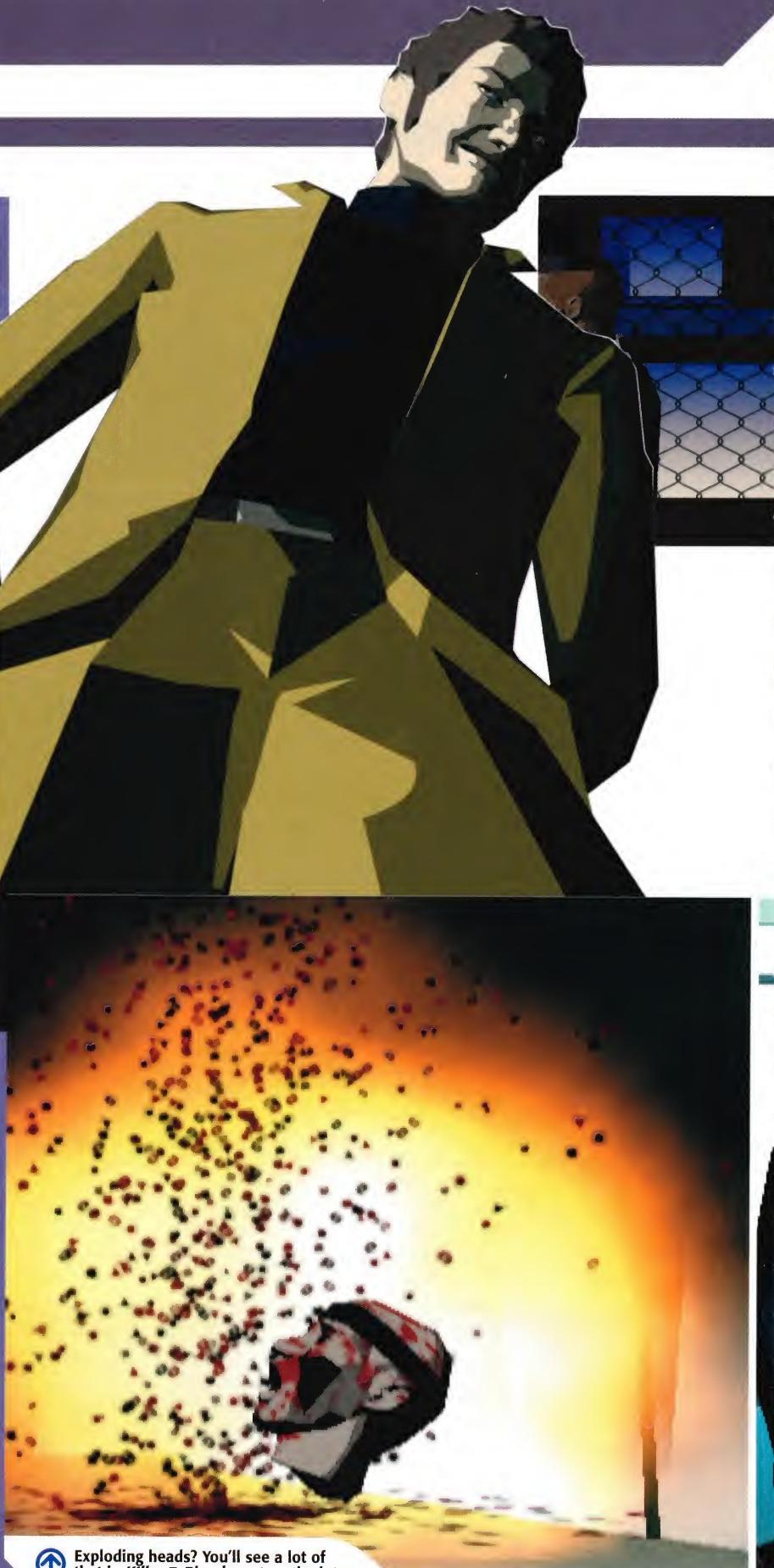
Candle puzzle: you need to light the candles in the right order to find one of the emblems you need. You can only do this once you have the Ring Of Fire (snigger), which can only be found by talking to Yun Hyun to get the clues to its whereabouts.

Pipe puzzle: once you have the Ring Of Fire (chortle) you can set off the sprinkler system. This in turn will fill up the broken toilet, which you can flush in order to obtain the second seal from the broken pipe.



These hi-res, interactive stills represent the game's puzzles.

Would you like to flush? Of course, it would be rude not to.



Exploding heads? You'll see a lot of that in *Killer 7. Bloods, guts... the lot.*

"THE QUESTION THAT RINGS IN OUR HEAD IS "IS THIS A GAME?" IT'S MORE OF AN INTERACTIVE ANIME FILM THAN ANYTHING ELSE"



CONTINUED

on that elsewhere) but you can also use the blood to top up your health gauge. The gauge is displayed in the form of an eye that appears in the top-left of the screen. As you lose health the eye will start to close. If you die, the game has a very strange way of bringing you back to life. Garcian will arrive and you'll have to control him, taking him through the level and guiding him to where your character fell. Garcian isn't particularly talented in

the assassin department, so you have to be quite careful when you come up against enemies. He'll then pick up your head and place it in his suitcase before restoring your body and placing you back at the last save point. We told you this game was weird.

What really makes *Killer 7* so unique though is the option to switch characters at any time. To begin with only certain characters are available,



Imagine having skin like that. You need to moisturise dude!



SMILE A LITTLE SMILE

We're gonna wipe it straight off

The Heaven's Smile enemies come in several different forms:

Regular Smiles: these guys are as slow as old-school zombies. They have a weak spot and aren't too difficult to deal with unless they attack you en-masse. Shoot them in the leg and they'll crawl towards you, mouths agape. Some people just don't know when to give up.

Sprinting Smiles: as the name suggests these guys run at you screaming. It's easy to panic but if you wait until you can see the yellow of the weak spot you can take them out in one go. If you're not a particularly good shot you might want to just keep shooting in their general direction. Coyote is good for this as he can reel off the rounds faster than anyone else.

Flying Smiles: these airborne enemies come swooping in on a collision course as soon as they spot you. They have no weak-spot, but shooting the wings will bring them down. Then you can treat them like regular enemies.

Smile Queen: much like an Alien Queen, these mostly immobile blobs continuously lay eggs that hatch into Regular Smiles.

Once they're this close you know you're in trouble. The only thing to do is to turn and run!



GET YOUR FREAK ON!

These guys are downright scary

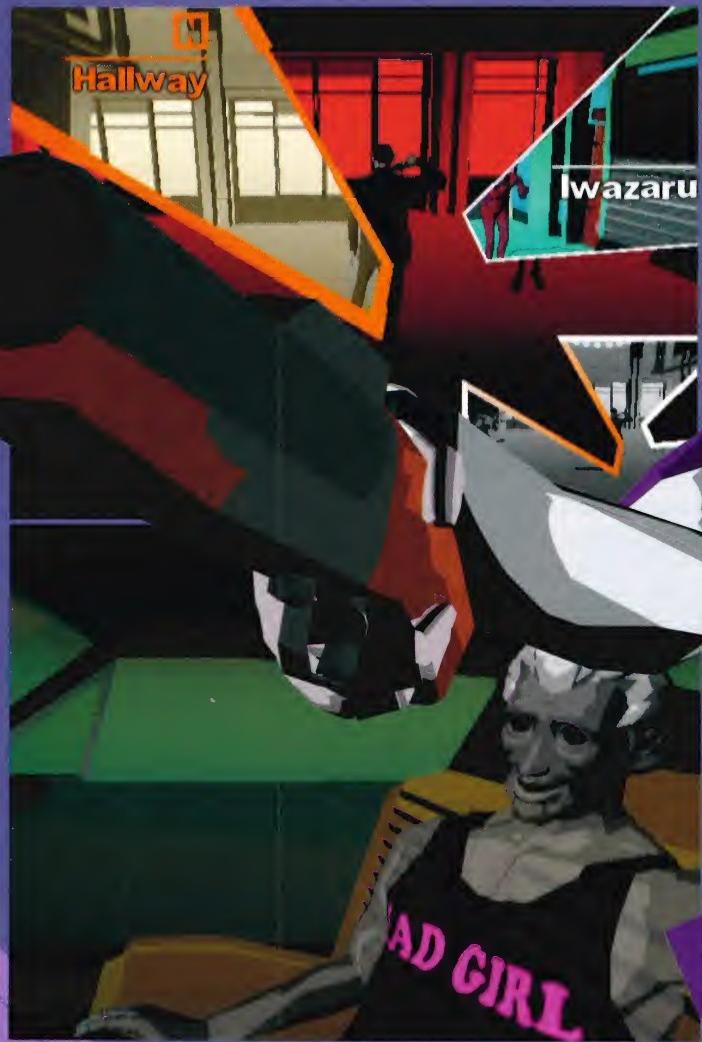
There are plenty of computer-controlled characters in the game, and it's these guys that give the game its freakish nature. Iwazaru is the first freak you come across. He looks like Voldo from *Soul Calibur* and is transparent... which could mean he's a spirit of some kind. He whispers in your ear and gives you hints mixed in with a load of mumbo jumbo. Whether he's just another figment of your imagination or another product of your split personality is anyone's guess.

Travis is quite frankly an absurd character who wears black shirts with bright pink phrases such as 'bad girl'. He changes his top every time you see him, and is basically there to give you updates on the storyline. Did we mention that he has no eyeballs? You wouldn't want to meet him down a dark alleyway that's for sure.

Yun Hyun, as far as we can tell, is a normal person. When we say normal, we mean he's human. He's solid flesh and bone, but that doesn't make him any less strange. He carries a strange mask that changes his personality and reveals information on puzzles and hidden items. The catch is that you have to shoot the mask to activate it, at which point a swarm of Regular Smiles will appear.

Johnny Gagnon is an informant who gets you essential mission information via his carrier pigeon. The pigeon's name is Bianca by the way. Well what did you expect?

Last but not least is Samantha Sitbon. She can be found in Harman's Room (all sorts of perverted acts go on in here) and will allow you to save your game. For some reason you can only save when she has her maid's uniform on. Think all this is a bit too weird? You should try playing it...



"IT HAS ALL THE PRODUCTION VALUES AND BEAUTY OF THE FINEST ANIME FLICK, AND IS JUST AS BIZARRE"



↑ Garcian is the cleaner. Die at any point and he comes to collect your head.



↑ Harman is the man in control of the Killer 7.



CONTINUED and Harman (the leader, as it were) has to experience certain scenarios before the others are unlocked. Once they're unlocked you can select them via the Options screen. Your character will burst into droplets of blood before materialising as the new character. Sometimes Harman's mind will select a personality for you. As you enter a certain corridor the camera angle will switch to the surveillance camera and you'll see the screen distort while the character changes. The reason for all this changing is down to the fact that every character has different abilities.

WHAT'S ON THE BOX?

What is it? It's... blood...

Harman's Room is the place where you can hang out and relax. You can have a friendly chat with Iwazaru, gawp at Samantha, or watch the telly. There are several channels on the TV: one of them lets you save, another lets you swap characters, and one lets you visit the blood room. The surgeon upgrades your character of choice in exchange for blood. You can choose from a wide selection of attributes such as Speed and Fire Power, or you can buy a completely new ability. Dan's first ability allows him to fire a 'Super Shot' by aiming and tapping ↗ three times.



↑ Got blood? In that case you can upgrade your stats. Simple, see?



For example, Kaede can spray showers of blood from her wrists. This blood disintegrates certain walls and reveals invisible writing. Coyote is capable of picking locks, and Mask can break through cracked walls. For the first mission a ghostly character called Iwazaru appears every now and then to give you hints, but these stop once you get a few chapters in.

Oddly, even at this stage, we're not too sure what to think about this game. It looks really nice, and it feels fresh. There's definitely a great plot going on in there, and we can't wait to get stuck in with more advanced code.

The question that rings in our heads is "is this a game?" It's more of an interactive anime film than anything else. It has all the production values and beauty of the finest anime, but it's so different from anything we've played before that we just don't know what to think. Check back with us in a few issues time when we'll have spent considerably longer with it. For those of you even remotely interested, check out next issue's DVD for the full extent of this game's disturbing content. It's a must-see trailer, but prepare yourselves because it really is very strange indeed.

CUBE

SAYS...
FIRST IMPRESSION

■ We don't have anything bad to say about *Killer 7*, other than the fact that it's so leftfield that people might not get it. This kind of 'interactive anime' will no doubt do very well in Japan, but most western gamers won't know quite what to make of it. It's stylish, well put together, and there's plenty of depth to the storyline, but is it going to be too strange for it's own good? We need to play through it before we can say for sure, and you can expect the review in a few issues' time.

CUBE

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CUBE

ISSUE FORTY THREE



REVIEW

TODAY IS A... sad day for us all. Do you realise how much I was looking forward to *Star Fox: Assault*? Out of all the Nintendo franchises *Star Fox* is up there with *Metroid* and *Zelda* for me. I really, really wanted this to be the definitive space shoot-'em-up... alas it wasn't to be so.

It begs the questions though: Nintendo doesn't have a huge library of games in development, so it needs to be making sure that what it does release is as good as it can be. *Star Fox: Assault* has been in development for nearly three years, yet it feels like a game that's been put together in a third of that time. Is this a sign of Nintendo taking its eye off the ball because it's so obsessed with making the

DS work across the globe? Is the GameCube not a priority anymore? Apparently not. I'm praying to the big console in the sky that Nintendo will make its intentions clear at E3, but if it continues to churn out games like *Star Fox: Assault* and *Mario Party 6* it's going to be in serious trouble. Nintendo is all about the software after all, and if it loses that what exactly does it have left?

Chandra Nair

STAR FOX: ASSAULT



Nintendo's big hitter goes under the CUBE hammer and emerges intact... but only just. The good news is that Slippy isn't as annoying and the Arwing levels are amazing. As for the bad news, you'll have to read on to find out. That is the point of the review, after all.

50

CUBISTS

Here's the music we listen to while we make the magazine you are currently reading.

MILES GUTTERY



I spent an entire day listening to the Insane Clown Posse while proofing this issue. I cannot therefore be held responsible for anything that appears within the pages. They truly are wicked, wicked clowns.

TIM EMPEY



There's hardly any point – I have to take my cans* off every two minutes to answer an inane question or tell someone how to spell 'wane'. Anyway: Spiritualized, Smashing Pumpkins, Wildhearts, Hüsker Dü, y'know – the classics.

CHANDRA NAIR



If I'm writing I have to have my headphones on, a) cos I love music and b) to drown out the nonsensical blabberings the team. I tend to listen to stuff like U2, The Killers, Muse, Björk... oh, and the *Final Fantasy* soundtracks are really cool.

LIZ MORRIS



Liz is on holiday so here's some CDs we found on her desk. *Lord Of The Rings* soundtrack, *Best Classical Album In The World...* Ever! and *Rock Chicks Rock*. Chicks sounds rubbish. Hope Liz doesn't read this when she returns.

RYAN KING



Amon Tobin or Boards Of Canada. Always. Sometimes, I listen to this music while looking at pictures of Girls Aloud, when Miles thinks I'm working. Girls Of Canada? Canadian girls are awesome! Yes.

LEWIS SOMERSCALES



I listen to classical music, soothes the mind and helps me work in a calming atmosphere. Or Slayer, Pantera, Machine Head and such so I feel the urge to beat Miles with large sticks... you work out which.

[*I only said 'cans' so it would all fit, I don't really talk like that – Tim]

100% UNOFFICIAL 100% UNBIASED THE ONLY REVIEWS YOU CAN TRUST



TIMESPLITTERS: FUTURE PERFECT

56

The story mode in *TimeSplitters 2* sucked and *Future Perfect* is at least an improvement. However, this is still fantastic thanks to the challenges and awesome multiplayer modes that maintain the series' position at the top of the console FPS deathmatching tree.

WHAT DOES IT ALL MEAN?

If you're feeling a bit daunted by all the information we've got on offer, don't panic - it's pretty easy to find what you need once you know where it all is...

INFORMATION

This is the place to look for all the essential statistics on the game including release dates, players, publisher, developer and whether or not you can watch movies of the game in action on TotalGames.Net.



2ND OPINIONS

If you're still not one hundred per cent sure whether you're going to take one expert's opinion, you'll find an alternative point of view right here.

ALTERNATIVES

Obviously, not every game will be to your taste so if there are titles that might be of interest instead, they'll be outlined here for you to think about.

COMMENT

The reviewer's frank and honest opinions on what he or she thinks of the game will be right here. You'll be needing this to make up your own mind...

BOXOUTS

If you want more detailed information on what the game's all about, or hot tips on some of the tougher bits, the wide selection of boxouts are ideal for you.

VIEWTIFUL JOE 2

34 Viewtiful Joe and the beautiful Sylvia kick ass, take names, kick more ass, take more names. Sometimes, they solve tricky puzzle things too. They don't enjoy that as much.

TEENAGE MUTANT NINJA TURTLES 2: BATTLE NEXUS

62 Playing this game on your own will make you very angry, causing you to simply shake your fist and shout "why I oughta..." at your TV in threatening manner.

FIFA STREET

64 Okay! Anyway! Here we go! Here we go! We tried writing the review in rhyme but it's hard working the words 'cat' and 'hat' into a football game review.

FIGHT NIGHT ROUND 2

68 Two men climb into a squared circle and hit each other in this fantastic sequel. Other men watch and ask themselves, why not just call it a square? (We don't know.)

NEIGHBOURS FROM HELL

70 Not about neighbours with loud kids or neighbours who play drum 'n' bass or neighbours whose curtains twitch. This is actually a good little game instead, rather surprisingly.

THE BREAKDOWN

Sure, every game gets a rating but do they really mean anything? Of course they do - here's a detailed look at what we're saying in those all-important numbers...

**RATING
9.0**

9.0 OR ABOVE

Naturally, games scoring a 9.0 or over are well worth your hard-earned cash... otherwise they wouldn't score so highly. Hey, we're professionals - give us a bit of credibility here, okay?

**RATING
7.5**

7.5 > 8.9

Although they haven't quite made it to the dizzy heights of greatness, games with this kind of score are still worthy of your attention and will no doubt keep you happy for a fair old while.

**RATING
5.0**

7.4 > 5.0

Yep, it's that tricky middle ground that a lot of games walk. With 5.0 branding a game decidedly average, scoring up to 7.4 means you might want to try it if you're into that sort of thing.

**RATING
2.5**

4.9 > 2.5

If your granny gets you a game with a score like this, it's probably because she doesn't know any better... or you just didn't tell her what you actually wanted. It's all your own fault really.

**RATING
0.0**

2.4 > 0.0

It's a sad fact that we have to review games this far down the scale but it's for your own good. Otherwise, you might actually go out and buy one of them. Shame on you!



RUN FOX, RUN!

The classic intro is back!
The Star Fox team run
to their ships... well,
Slippy waddles... knob.



Oh the shame...

STAR FOX: ASSAULT

CUBE

INFORMATION

STAR FOX: ASSAULT

PUBLISHER: NINTENDO

DEVELOPER: NAMCO

PRICE: £39.99

ORIGIN: JAPAN

PLAYERS: 1-4

MEMORY: 6 BLOCKS

STATS

■ GROUND AND AIR BATTLES

■ THREE VEHICLES TO CONTROL

■ STAR WOLF TEAM RETURNS

■ NO SIGN OF ANDROSS!



4 APR '05



OUT NOW



OUT NOW



First Mario Party, now Star Fox. What's going on Nintendo?

WE'VE BEEN

worrying about this one for a long time. At every stage of the development process we've been unimpressed, but last month's near-finished code provided us with some flying sections that were approaching 'just what the doctor ordered'. So it must be all good by now then, right? A few months down the line, those little glitches and handling problems will have been ironed out, and we'll have a true classic on our hands... right? We have bad news, dear readers... for it is simply not to be.

You have to provide something new with an extension of an existing franchise: that we won't argue with. *Metroid Prime 2: Echoes* gave us the light/dark element and a bunch of new moves. *Super Mario Sunshine* gave us a brand new gameplay style. *Mario Kart Double Dash!!* threw two-seater karts into the fray. The important thing to

A STEP BACKWARDS: You get to explore Soria (Dinosaur Planet) but it looks nowhere near as nice as the two and a half year old *StarFox Adventures*.



WHO?

SLIPPY'S DAD

Betino, Slippy's dad, has decided that he's going to be a tactical expert for this game. Where has he been all these years? Where's the backstory, huh?



There's no strategy: just point and shoot.

And here he is, the hero himself. His biggest fan is Slippy...

The Arwing sections are good, but two levels for £40 is just naughty.

reading's your tail,



remember though, is that they all retained the core elements of the series. *Star Fox* is a fast-paced, starfighter-based shoot-'em-up. The N64 version introduced some ground missions, and for that variation we were grateful, but ultimately it's all about jumping into your Arwing and letting rip. What we want from the GameCube version is simple: a whole new bunch of flying levels (preferably 20+), *Rebel Strike* quality graphics, a decent multiplayer and fantastic production values. Considering that it's been eight years since the last true *Star Fox* game, and considering that *Rebel Strike* was achievable well over a year ago, we don't think this is too much to ask. Apparently though, it is.

Let's get all the good stuff out of the way first. The dedicated flying sections are good. The second and final levels in particular deliver almost exactly what you want – plenty of action, laser fire and explosions left, right and centre, your team in the wings and great, multi-stage bosses. With these two levels, the game delivers. Had the entire game been like this, it would have

scored much higher. The problem is, the rest of the game isn't like this... at all. Let the moaning begin...

Aside from the dedicated flying sections, the remainder of the game is split between ground-based missions and the all-new 'wingman' missions. The ground missions see you controlling Fox in the third person. You can choose to control him with a dual analogue set-up (with fire on \square and weapon select on \triangle), and for the most part your team-mates are policing the skies above you. Our main gripe with these sections is that they are completely uninspired. What's that? You can't get into the base because of the eight awkwardly placed shield generators? Don't worry: we'll send Fox down to take them out by hand. Genius. Cue the player starting the mind-numbingly boring process of following the dots on the radar and shooting out the shields... oh, and the hundreds of Aparoid creatures that are guarding them. If you get bored of running around you can always jump into the Landmaster (Fox's tank). You'll only make that mistake once though, as the unwieldy pile of junk is in no way

ARSE PROBLEMS

Oh, we thought you said haemorrhoids...

In a change to the norm Andross actually has nothing to do with this game. Instead the new threat to the galaxy is a dangerous race of parasitic creatures called the Aparoids. These creatures can meld with anything, be it animal or machine, and assume control of their actions.

This means that most of the game is spent fighting against hordes of bugs... which gets very boring. Is this *Starship Troopers* or *Star Fox*? We keep forgetting, sorry. Anyway, after a few hours you make it to their home planet where you face up against the Queen (how original). And erm... that's it. On various occasions the creatures will kidnap your allies and turn them into cyborgs, pitting them against you to screw with your head. The problem is there's no character development so you don't care enough about any of them for it to bother you in any way. Even when General Pepper falls we didn't care in the slightest. Maybe we're just cold-hearted though...



whatsoever a master of land. Awkward to control, sluggish, and for some bizarre reason slower than Fox, there really is nothing good to say about it. Namco thought it would make some of the bosses impossible to kill without it though, and for that we're grateful.

The ground missions come with a new bar in the top-left corner: the Might Gauge. When the forces in the sky get too much for the team, the gauge will fill up. Unless you jump into your Arwing and help them out you'll fail the mission. You don't have to use the Arwing though, as you can take out ships with the Landmaster (joy). This entire concept is ridiculous. Why, oh why is your team so rubbish? Falco is supposed to be an 'Ace Pilot' for crying out loud. Your team is supposed to be the galaxy's last, best hope, yet they can't even shoot more than





THE RIGHT STUFF

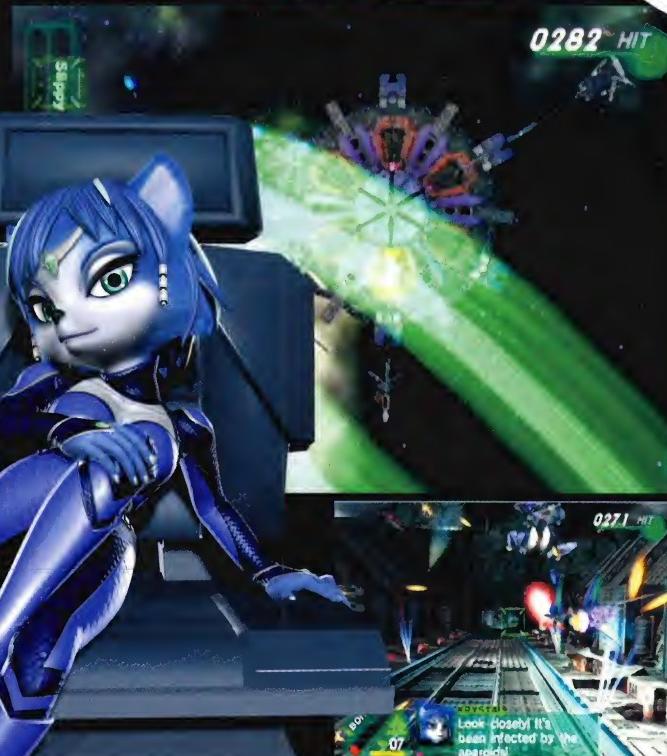
IT'S NOT ALL BAD YOU KNOW

The overall tone of this review is quite negative, but there are some great moments. There are two Arwing levels that made us very happy indeed. Enemies everywhere, team members to save, constant commentary, the legendary twin blasters and wicked bosses. If you really, really have money to burn then perhaps it's worth £40 to play these two levels. Just make sure you take the game back when you're done.

But seriously, this review would have read very differently if only the game had been based around the decent Arwing levels. Whether you're bombing through an asteroid field, rolling to deflect laser fire, saving team-mates, banking to dodge a plasma assault or looping to outsmart a cheeky enemy, these are the levels that drag the game up from the depths of a 5.0 rating.

All we can say is, there had better be a good excuse for Nintendo not giving this licence to Factor 5. If we see a Factor 5 generated *Pilotwings Revolution* promo at E3 in May, then, maybe, we'll think about forgiving Nintendo. Right now though we're pretty angry. Just imagine how glorious this game could have been... sigh...

Mmmm... just imagine if *Pilotwings* really is in development for Revolution. What does that have to do with this review? Erm, nothing.



Everything looks rubbish now that we've seen RE4.



CONTINUED

two enemies on any given level. They may as well not even be there and save us the worry. Sadly Namco has managed to take this utter nonsense even further. One ground mission sees you jumping onto Falco's Arwing to take out the remaining enemies. Nope, we didn't say 'into', we said onto. Fox perches on the wing while Falco flies around very slowly (read: boring on-rails shooting section). Amazingly, despite getting shot at and having to himself shoot a powerful gun, Fox's legs remain glued to the wing.

If these sections were few and far between we'd be inclined to accept them as pace-breakers, but the sad fact is that they outnumber the flying sections, which is criminal. Any *Star Fox* fan out there will enjoy

the Arwing levels, but even the most hardcore of fans will not want to pay out £40 for two levels. Even if you've never played *Star Fox* before and you take a liking to the ground missions, there are yet more negative aspects to come. We finished the game in under three hours. It really is that short and that easy. It's not even like the levels have alternative paths so that you can get to secret areas (the SNES version did this so well). Once you finish the game, you'll have seen everything. Yes, there is the Multiplayer mode, but in a game like this it's just an extra feature and it doesn't have any bearing on whether the game is worth buying.

When you sit back and compare *Star Fox: Assault* to other games, it isn't actually a bad game. It's just very average.

2ND THOUGHTS

STAR FOX: ASSAULT

We were all so looking forward to this supposed return to the series' roots and it let us all down so badly. Namco even has the cheek to tease us with a meagre selection of the very good flying sections that we hoped would make up the majority of the game. Oh well, maybe it'll be better next time.

RICK

LANDMASTER: Ladies and gentlemen... introducing the world's most uncontrollable futuristic tank... the Landmaster. Spam-master more like...



Fox and Krystal are SO going to get it on.



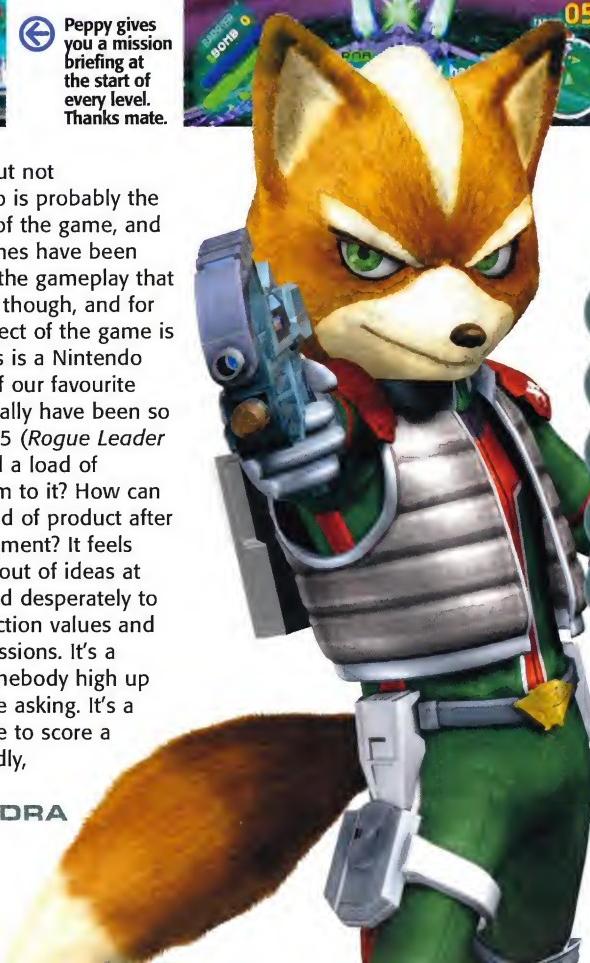
An Arwing level! Say it ain't so? Yup, look at it, then say goodbye.



Peppy gives you a mission briefing at the start of every level. Thanks mate.

Graphically it's nice, but not outstanding. The audio is probably the most impressive part of the game, and the classic *Star Fox* tunes have been orchestrated well. It's the gameplay that drags the game down though, and for the most part this aspect of the game is just plain average. This is a Nintendo game based on one of our favourite franchises. Would it really have been so difficult to give Factor 5 (*Rogue Leader* series) the licence and a load of money, and leave them to it? How can Namco deliver this kind of product after three years of development? It feels like the team just ran out of ideas at an early stage and tried desperately to disguise it with production values and overly long ground missions. It's a question we hope somebody high up in the company will be asking. It's a sad day when we have to score a Nintendo game so badly, but there it is.

CHANDRA



MATEY BOY

Hello – what's going on here?

Any *Star Fox* fan will tell you that the Star Wolf team are anything but Star Fox's friends. They are the enemy. They are mercenaries. They would sell their own gran and their sister's puppies if they were paid enough. You can probably understand then why we were absolutely appalled when the Star Wolf team cruised on in to help us out. So what if the haemroids were threatening them as well. The Star Wolf team would have just pounced off to another part of the galaxy, not helping anyone out and got upset because their favourite Cornerian café got blown up (we kid you not). Absolute nonsense.



"YOUR TEAM IS SUPPOSED TO BE THE GALAXY'S LAST, BEST HOPE, YET THEY CAN'T EVEN SHOOT STRAIGHT!"

CUBE VERDICT

STAR FOX: ASSAULT

AVERAGE SHOOTER WITH SOME HIGHLIGHTS



VISUALS

Nice but nowhere near the quality you'd expect from a AAA title.



AUDIO

Cheesy voiceovers, but the music has been remixed really well.



GAMEPLAY

20 per cent of the time it's wonderful... the rest is average.



LIFESPAN

It took us three hours. It's unlikely we'll go back for more.



ORIGINALITY

The old *Star Fox* diluted by some bad third-person shooting sections.

ALTERNATIVE

Looks gorgeous, sounds great, and by jove it's *Star Wars*. Nice. Nicer than this anyway.



ROGUE LEADER III: REBEL STRIKE

Reviewed: 26

CUBE Rating: 9.0

CONCLUSION

COULD AND SHOULD

have been so good. The two great Arwing levels show so much potential: all it needed was 12 more levels like that and we would've been happy. But no, you had to go and change things didn't you? Our beloved *Star Fox* has been tainted and we will never forgive you Nintendo. Never. What a waste.

FINAL SCORE

6.9



KILLING TIME

Easiest way to kill? Slow down time, zoom in and start kicking and slapping away. And learn to combo.



Now with
added
pom-poms

VIEWTIFUL JOE 2

The sequel to the game loads of people hated, the eejits

CUBE

INFORMATION

VIEWTIFUL JOE 2

PUBLISHER: CAPCOM

DEVELOPER: CLOVER STUDIOS

PRICE: £39.99

ORIGIN: JAPAN

PLAYERS: 1

MEMORY: 17 BLOCK

STATS

■ MORE TRICKY PUZZLES

■ ONE MORE CHARACTER

■ IT'S SYLVIA

■ NOT DANTE



OUT NOW



OUT NOW



OUT NOW



LEAVE THOSE
KIDS ALONE
NEW GAME

KIDS
ALONE

Re-branded for Europe, there
are no longer Kids and Adults
modes, just Normal and
Hard. We don't know why,
maybe Zicklein and
Erwachsene sounds
bad.

PUZZLES ARE

fun. No, they are. Seriously, they're like the best things to do – heck there's even a mag out at the minute dedicated to puzzles made of wood. With this month's issue you get an Evil Star, dunno how evil it really is... hang on. *runs off to WH Smiths*

£6.99! That's pretty evil in itself, now to throw it at someone... oh it's come apart. Right, now lets put it back together... arrgh! All the pieces keep sliding about and falling off, how in the hell are you supposed to do this thing? "Use the six pieces to construct an identically-sided star." Screw you and your bits of wood, puzzles have come a long way since Archimedes cut a load of triangles out of a square and told Achilles to put them back together. (Achilles couldn't,

he blamed his foot.)

This is obviously just a long-winded way of saying "it's got puzzles in it", but wait until you read the two paragraphs that explain "it's got fighting as well" then, if there's space, we'll break out all sorts of euphemisms and metaphors, and maybe the odd simile.

The puzzles are one half of what makes up *Viewtiful Joe 2*, in story mode at least, and for the most part they are fairly easy. Got a new power? Then the next puzzle will make use of it. It's just that as you get further the puzzles become more difficult trial and error problems. Got a torch that needs to be lit? No problem, use Mach Speed where Joe moves so fast he catches fire. Got a switch that needs to be hit three times? Switch to

Joe's girlfriend Sylvia and use her Replay ability. Got six torches that need to be lit all at the same time? Try it with Joe, nope. Try it with Sylvia, nope.

You will eventually figure it out, but these pauses while you scratch your noggin and stroke your chin break up the gameplay. And once you've eventually solved the puzzle, usually by trying every ability and swapping the characters about, it doesn't feel that you've accomplished much. Sure you're a bit further through the game but not through any skill or much logic of your own, see the safe puzzle for a fine example of this.

Fighting is fun. No, it is. Seriously, it's like one of the best... there's even mags on sale about fighting. One tells you about karate, another about wrestling. Let's get in a fight. *runs off to get in a fight*

Oww, fighting's rubbish! Getting in a fight, or a donnybrook if you like, is not fun – all the adrenaline, the cuts and bruises and that horrible feeling of guilt (if you win) or the excruciating feeling of unattainable vengeance (if you lose). Screw that, fighting is like getting hit in the face by a bucket of monkeys. Fighting in *VJ2* though is fun, lots of lovely fun, but only once you get all your abilities back. Then you'll be slowing down time, zooming in, then speeding up time

This guy is awesome, he's the best boss ever!



HE'S BLAAACK: Alastor is back, he's the dark, dark version of Joe who flings knives at Joe and Sylvia's heads. This is not a racist top strap box.

Go slow and knock missiles back at their owners.



"THE GRAPHICS STILL RETAIN THAT CHARM THAT TURNED SO MANY AWAY FROM IT IN THE FIRST PLACE"

even though it's still going slow so you can get close and really combo the enemies for precious V-points (V-points = currency). You can buy more moves at the end of

each level).

Of course none of this means anything if the characterisation isn't there. Joe himself has loads of character (this is now an amount and can be measured in Kelvin and, strangely enough, the Beaufort Wind Scale), but teaming him with his out-spoken, feisty girlfriend Sylvia means the confident, consensual slagging and knowing rapport between them adds

about two thousand Kelvin (that's eight on Beaufort) of character to the proceedings. Then Alastor comes along and tries to flog you a copy of *VJ2* and things get a bit existential.

The graphics, while not noticeably different from the original, still retain that charm that turned so many away from it in the first place and the numerous new enemies provide fresh challenges as you duck and jump to make them dizzy, then beat their silly faces in. Unfortunately the bosses don't put up too much of a challenge, but that's because you already know how to beat a tank driven by a dinosaur, and how to knock Alastor's flying daggers back at him when you're fighting on top of a house. The 36 Chambers do provide a tricky challenge and good training for combat in the Story mode though, so they're well worth playing.

VJ2 is a fun game, Liz worked out how to put the Evil Star back together, and it's on sale now – *VJ2*, not the Evil Star. That will probably be off the shelves by the time you read this.

TIM



2ND THOUGHTS

I SEE YOU BABY

Sitting next to Tim while he played this was fun. Wait, wrong word. Sitting next to Tim while he played this was irritating. That's better. Every few minutes you'd hear him whine "oh, oh, I can't do this bit, this game is rubbish". It's not. It's got nice fighting and an old-school flavoured challenge to it. Plus I think it's nice to watch Sylvia shaking her pom-poms. Whatever, y'know.

RYAN

E The pawns line up so you can combo the bolts out of them.

CHAMBER OF DEATH

36 Flavours Of Hell

By completing levels and finishing bosses with various stipulations – have five lives left, do it with an A ranking – you can unlock these devilish mini-levels. Here you have even more stipulations to fulfil – beat everyone within the time limit, don't get hit – and if you complete all 37 (yes 37, even though it's called the 36 Chambers) you can unlock Super VJ mode which lets you play through the game with unlimited VFX. Cool.



CUBE VERDICT

VIEWTIFUL JOE 2

YEAH IT'S PRETTY GOOD

VISUALS

Those cel-shades really are something. A nice-to-look-at something.

AUDIO

Excellent voice acting helps boost it up the character scale.

GAMEPLAY

Additional special abilities flesh out the 2D fighting.

LIFESPAN

The main game, then there's the 36 Chambers to battle through.

ORIGINALITY

It's a sequel. They put a number two on the end of the name to prove it.

ALTERNATIVE

Ahh but on the PS2, because then you get to play as Dante from Devil May Cry.

VIEWTIFUL JOE

Reviewed: N/A



CONCLUSION

MORE ADVENTUROUS
adventures from Joe, and this time he's brought his pom-pom shaking lady. The puzzles can be annoying, but the fighting balances it out and the boss battles are good fun. Now for *VJ3* can we have some two-player action? It could go split-screen whenever someone zoomed in, and you could combo enemies, it'd be like playing tennis.

FINAL SCORE

8.6

1 PLAYER
2 PLAYER
3 PLAYER
4 PLAYER

A LITTLE CRUSH

We ran this poor female soldier over. Then we got out and looked at her butt.



CUBE
STAR
GAME

CUBE

INFORMATION

TIMESPLITTERS: FUTURE PERFECT

PUBLISHER: EA

DEVELOPER: FREE RADICAL

PRICE: £39.99

ORIGIN: UK

PLAYERS: 1-4

GENRE: 2 BLOCKS

STATS

■ 13 LEVELS

■ THREE ARCADE LEAGUES

■ STORY CO-OP

■ BIGGER MAPMAKER



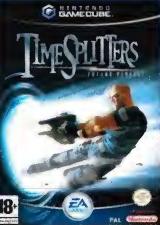
18 MAR



TBA



OUT NOW



Is the future really perfect for TimeSplitters?

Three is the magic number



TIMESPLITTERS

THIS, LADIES and gentleman, is a tricky one. We know why you're here. You've turned to page 61 to find out the score before backflipping to this page to find out if the single player has been improved. Don't pretend you didn't. We know everything. What we don't know is the answer to your query because while single player is undoubtedly better, at the same time, it isn't. It has improved, yet it hasn't. What? Sit yourself down and everything will be explained.

After *TimeSplitters 2*, we learnt three things. First, the story mode didn't have a story, something of a fundamental design flaw. Second, it confirmed *TimeSplitters* was the series to turn to for multiplayer FPS deathmatching. Third, the fez-wearing bear was undoubtedly the coolest

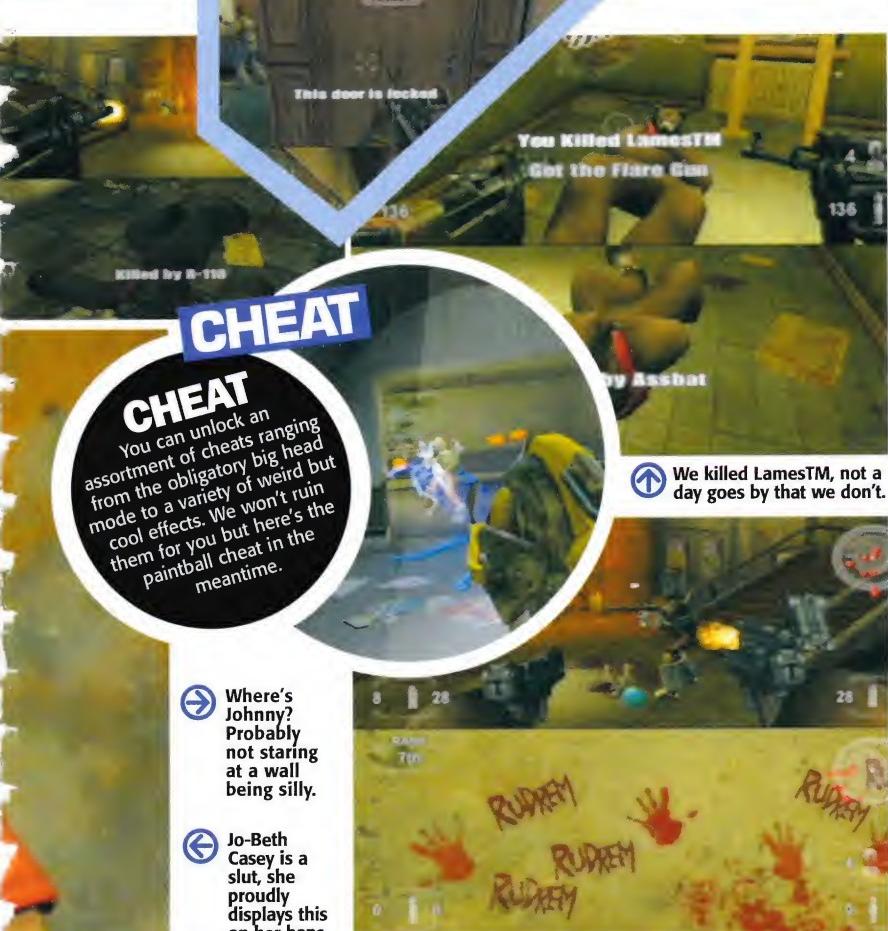
character in videogames. So addressing the first item on the list, *Future Perfect* has shaken things up. Story mode now has a story and the levels are consistently good throughout. Rather than hopping into the shoes of various characters throughout time, you control Vin Diesel lookalike Cortez throughout. This thread of continuity has allowed Free Radical to weave a time-travelling story through *Future Perfect* and, again, it's a chase for the time crystals. This time, because the spotlight is always on Cortez, Free Rad has taken the opportunity to flesh out his personality. He's an overenthusiastic, clumsy fool with bad taste in one-liners and a penchant for guns. Not just a Vin Diesel

lookalike then. Scratch under the surface (no, not the disc) and you'll find more changes. More cut-scenes would normally be a cause for concern but they're handled well, tying the various sections together with welcome injections of humour. That's proper humour as in jokes that make you laugh, not resorting to characters with ATTITUDE who growl a few pathetic lines. A gentle round of applause for Free Radical, everyone.

The *TimeSplitters* themselves don't play as big a part in proceedings this time, but your sidekicks do. "Sidekicks?" you ask. Yes, sidekicks. "Why?" you ask. Stop interrupting, it's rude. They've



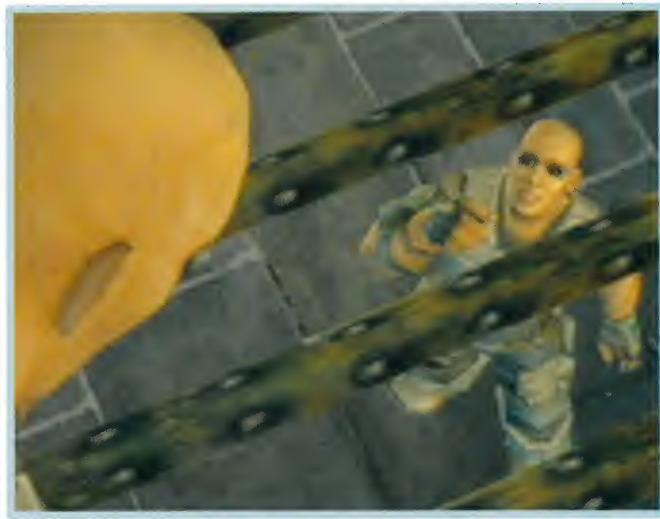
LITTLE THINGS: There are plenty of humorous touches throughout, such as the 'strange' noises coming from behind this locked toilet door.



TIME AFTER TIME

What happens when the past meets the future

Time travel is the name of the game (maybe not, *Time Travel* is a rubbish name for a game) and so the story centres around the battle for control of time. Jacob Crow is your main nemesis and to thwart the traps this dastardly villain has left for you, Cortez has to meet up with his future self. Future Cortez is clued up on what's going on and tells Past Cortez what to do. It's quite clever seeing the same cut-scene again once you become Future Cortez. We've made it sound more confusing than it actually is. Whether it's blasting ghosts, throwing keys or getting security implants, it's a trick that never gets old. Without giving too much away, one of *Future Perfect*'s best set-pieces requires even more help than the Future and Past Cortez double act...



S: FUTURE PERFECT

been brought in so Free Radical could approach Story mode from a different angle. As everyone knows, two players equals twice the fun. In Scotland's Castle, instead of charging the medieval rampart alone, you have Captain Ash running amok alongside you. He fights like a gentleman and cowers from



gunfire when you both get ambushed. Your companion in each level is actually some help in gunfights, avoiding the appearing-to-fire-but-not-actually-having-any-effect-at-all syndrome as seen in other games. Captain Ash shoots, the bullet hits an enemy, the enemy is hit. Just how it should be. There are other moments where your partner takes charge of the situation – watching Amy Chen bend over provocatively in front of guards before shooting them in the crotch (honest, she does) isn't just fun but encourages you to give them free reign to do whatever they want. These helping hands add something fresh to the traditional run, gun 'n' hit switches gameplay of old.

These extra characters will also shout instructions. "Pull that lever old chap!" shouts Captain Ash, when you're

standing right next to a lever. Right. Thanks. More helpfully, you'll be told how to solve certain puzzles and where to go next when up against what looks like a dead-end. Thanks to advice from your sidekick and the linear but clever design of the levels, the pace is slick as there aren't too many tricky spots or difficulty spikes to outmanoeuvre. In fact, the only really problematic moments come when you have to use the gravity manipulator Cortez carries on his wrist. It's not the most reliable of gadgets and bouts of hammer-the-buttons-and-wiggle-the-analogue-stick fly in the face of the streamlined

"HELPING HANDS ADD SOMETHING FRESH TO THE GAMEPLAY OF OLD"



RYAN AND TIM'S FUN DAY OUT

OR HOW TO TAKE A BULLET IN THE ASS

Story co-op might be short but it still provides plenty of laughs with strange sights and plenty of arguments thanks to friendly fire being turned on. Look at the fun we had! *



Oh dear!
Already, the duo mistrust each other!
Look how a simple 'yer ma' joke has been misinterpreted!



Wow! It's Ozzy Osbourne!
What's he doing in the game?
This isn't MTV!
Well, maybe if... no! This isn't MTV!



Spooky! Ryan can see dead people, Tim can't. He tried to shoot the ghost anyway! What a joker!



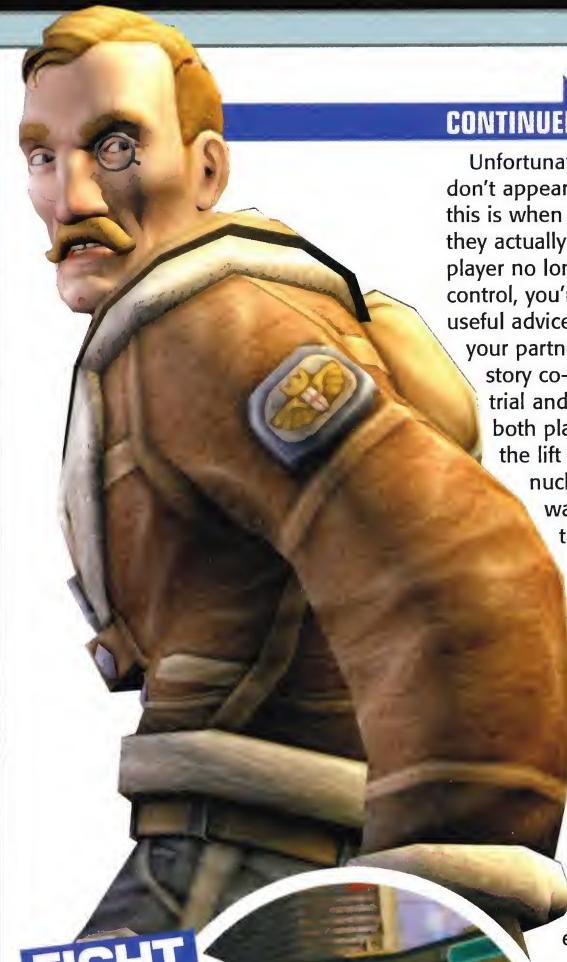
Look! Tim is still joking around, this time pretending to hold a gun! Ho ho, silly Tim!

CONTINUED

finesse of the rest of the game.

Unfortunately, the helpful sidekicks don't appear in co-op Story mode and this is when you realise how useful they actually are. With the second player no longer under the GameCube's control, you're robbed of sometimes useful advice and can no longer follow your partner's lead, which means story co-op quickly descends into trial and error. Little things such as both players having to stand on the lift to activate it or using a nuclear shell to blow up the wall suddenly take an ice-age to complete because there's no-one around to tell you how to do it. Basically building *Future Perfect* around the presence of various companions adds to the story mode in single player but detracts from co-op. One step forward, one step back.

The addition of sidekicks has allowed Free Radical to pack even more set-pieces around them. Bosses now lurk at the end of the level, with



FIGHT NIGHT

You can perform melee attacks with any weapon but you start some levels empty handed and have to rely on brute force and fisticuffs until you can get yourself toolled-up once more.



* Until we realised friendly fire was turned on and we started shooting each other.

DRUNK AND DISORDERLY: Listen in on the drunk guards and they'll usually start moaning. They don't even react when you punch them in the face. Don't try this in real life though.



mechs, mutated monsters, battle tanks and pastiches of classic Bond enemies all lining up to have a crack at Cortez. Team work isn't usually required to take them down but it's undoubtedly more fun having them pitch in than fighting solo. The joy is seeing what happens next. Sometimes you have to save your sidekick, sometimes your sidekick will have to bail you out of trouble, sometimes you're both dropped knee deep in the brown smelly stuff. The arrival of set-piece sequences is perfectly paced, propping up *Future Perfect* when it starts to descend into aimless corridor wandering and keeping interest levels high. The flipside of this is, bizarrely enough, that the game is too easy. Story mode on normal difficulty takes little more than a day to waltz through and the number of deaths won't even threaten to enter double figures. You certainly won't

get frustrated, but that's because there isn't any real challenge.

Again, it's story co-op that suffers most from the easy difficulty. Most of the set-pieces just aren't feasible when a second pad is plugged in. Instead of the story whipping away the extra character at certain moments to allow the game to focus on Cortez, the second player is forced to trudge along simply so they have something to do. Hence the silly sight of Jo-Beth Casey running after the mine cart-riding



"FRUSTRATION DOESN'T EXIST IN STORY MODE BUT THEN NEITHER DOES ANY REAL LASTING CHALLENGE"



Cortez and Tipper, they're quite dynamic and there's two of them!



Zombies heads don't explode as easily as we'd hoped. Ah well.

Fight on a train - be Steven Seagal in *Under Siege 2*.

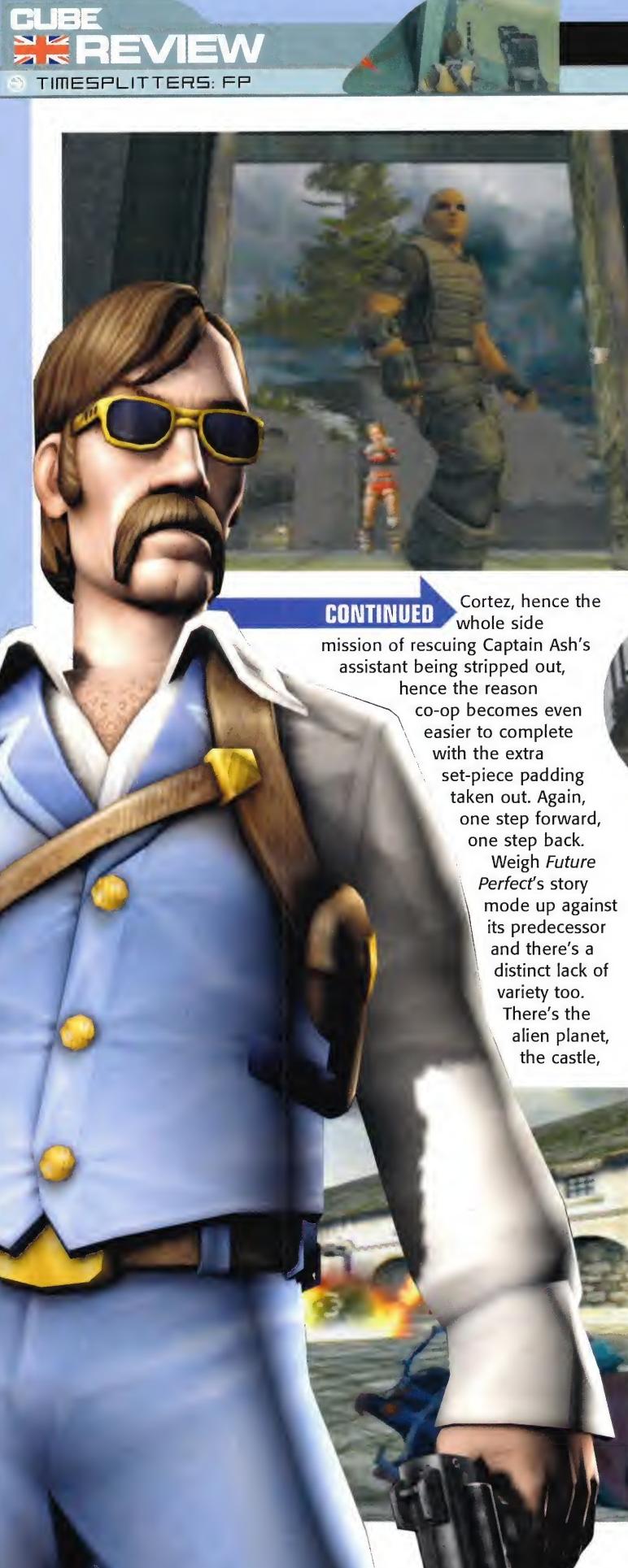


UNDER LOCK AND KEY

Lock rhymes with sock, knock and...

The awards for Arcade League and Challenges are split into three categories – Bronze, Silver and Gold. The hidden award, Platinum, also makes a return if you manage to trump the requirements for a Gold award. Some challenges are insanely tough though. The Classic TimeSplitter Challenges will keep their secrets hidden for a long, long time, much like the But Where Do The Batteries Go? challenge in *TimeSplitters 2*. Others are far too easy – Tim clocked up a platinum for Dam Cold Out Here, which means it was either too easy or he has legendary gaming skills. We've seen him play videogames and trust us, it's not the latter. The best unlockables? We don't want to ruin them but here's bearded pirate Captain Ed Shivers, unlocked for your viewing pleasure.





CONTINUED

Cortez, hence the whole side mission of rescuing Captain Ash's assistant being stripped out, hence the reason co-op becomes even easier to complete with the extra set-piece padding taken out. Again, one step forward, one step back.

Weigh *Future Perfect*'s story mode up against its predecessor and there's a distinct lack of variety too.

There's the alien planet, the castle,

Killing drunk guards is like shooting drunk fish in a...



the Harry Tipper levels, the horror mansion and the rest are a hazy blur of futuristic environments. There's enough variation here to keep you entertained but *Future Perfect* is top-heavy on sci-fi and

there's nothing to match the vivid stylings of Neo-Tokyo or the Wild West shoot-outs from *TS2*. Whether it's actually better overall than its predecessor is up for debate, but the single-player game is at least a little more involving than before.

Story mode however is just a small slice of the *TimeSplitters* pie. It might be short but single players are still well catered for thanks to the arcade

leagues and challenges. These modes have a variety of different tasks to try out – snipe the mutated deer, assault the cyborg chimps' virtual reality base, take out the monks with flare guns – and you need to complete them all to unlock *Future Perfect*'s secrets. These challenges aren't the type you can complete on auto-pilot or by randomly mashing buttons. Some of them even tempted us to lift the magazine's ban on the word 'fiendish'. If the Story mode leaves you itching for a test of your gun-wielding skills, there are plenty to be found in the Arcade Leagues.

Then there's multiplayer. It hasn't really changed but it didn't have to. The modes are the same as *TimeSplitters 2* – Bag Tag is still chaotic, Monkey Assistant is still funny, Shrink is still rubbish – but the new

MAKE ME A MAP

That headline doesn't make sense to us either

Mapmaker! The most under-rated aspect of the *TimeSplitters* series has been bumped up in size to about three times what it was. It's now split into Beginner and Advanced modes to help the meek and the nerdy get to grips with it and just about everything can be tweaked. Tiles, light colour, guard patrol routes, assault routes, in-game messages, awards, cars, even radio controlled pets. You can create whole, playable levels now. Buying a game just for the mapmaker mode is a bit like going into McDonalds and ordering the ingredients to make the burger yourself but hey, it's there, it's good, enjoy it.



FELINE FINE: Cat racing is one of the new challenges, recreating those lazy Sunday afternoons with Mittens, Sellotape and those spare skateboard wheels.



↑ "I'm squashing your butt,
I'm squashing it, feel it."

weapons, characters and levels provide enough reason to reinvest your time. Much of the armoury in *Future Perfect* doesn't really get a chance to shine in Story mode, and most players will stick to the familiarity of rifles and shotguns, so the more eccentric choices of time grenades and electrotools find happier homes in multiplayer. The harpoon gun is particularly fun, especially letting loose a volley of harpoons at anyone charging towards you and making their body recoil horribly. Nasty but fair. The levels vary wildly from the sniper's haven of Siberia to the tight, claustrophobic Hotel and when you throw in melee attacks to make an already frantic multiplayer even more frenzied, it's all too easy to fall in love with *TimeSplitters* all over again.

POSTER

BOY
Here's Cortez in a leopard print thong with a Mr Space award slung around his shoulder. Why is he dressed like this? BECAUSE IT'S FUNNY. And that's in capitals because IT'S FUNNY TOO! Ha ha.

↓ *Insert Star Warsy laser sounds here*



RYAN



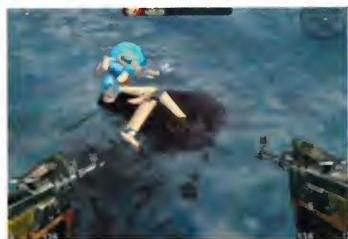
Minor niggles? The Θ-stick is fine overall but proves fiddly for the accuracy based challenges. Story co-op mode has some strange warping glitches. More variation on the enemy soldiers wouldn't go amiss. The bear no longer wears a fez. These really are the smallest of minor niggles though and don't take the gloss off a worthy addition to the *TimeSplitters* series. The jury is out on whether the Story mode is a genuine improvement over the previous version, with opinion split between the new sidekicks of *Future Perfect* or the challenge of *TimeSplitters 2*. Just as well *Future Perfect* has the perfect blend of challenges and the best multiplayer gameplay around to make this argument redundant.

2ND THOUGHTS

TIME TO SPIT

Playing through the story co-op mode is a touchy affair, I didn't know where I was going. Ryan was supposed to, but we got lost. Then there were the warp glitches that could be set off and really wound Ryan up. Progress is slow when you're laughing at a giant with an angry face.

TIM



"THE SINGLE PLAYER GAME IS AT LEAST A LITTLE MORE INVOLVING THAN BEFORE"

CUBE VERDICT

TIMESPLITTERS: FP

IMPROVED STORY AND GREAT MULTIPLAYER

VISUALS

Exaggerated animation and cartoon visuals combine to great effect.

AUDIO

Good voice acting and sound effects punctuate great B-music.

GAMEPLAY

Fast and frantic, 'Splitters' gameplay sharpened to perfection.

LIFESPAN

Story is short but challenges and

multiplayer will last ages.

ORIGINALITY

Partner based story mode is a

brave attempt at something new.

CONCLUSION

STORY MODE WITH

the new emphasis on having a sidekick is undoubtedly an improvement on *TimeSplitters 2* but only the toughest difficulty setting offers any real challenge. Otherwise, it's another slice of the tried and tested *TimeSplitters* formula with great challenges and fantastic multiplayer that extend the game's lifespan to infinity and beyond.

ALTERNATIVE

If you really like war, killing people and historical inaccuracies then...



MEDAL OF HONOR: RISING SUN

Reviewed: 25

CUBE Rating: 9.0

FINAL SCORE

9.0



TURTLE POWER

Leonardo fighting mutants. That's it. That's all that happens in this sequence.



TEENAGE MUTANT NINJA TURTLES 2: BATTLE NEXUS

CUBE

INFORMATION

TEENAGE MUTANT NINJA TURTLES 2

PUBLISHER: KONAMI

DEVELOPER: MIRAGE STUDIOS

PRICE: £39.99

ORIGIN: US

PLAYERS: 1-4

MEMORY: 1 BLOCKS

STATS

■ ALL FOUR TURTLES

■ UKLOCKABLE CHARACTERS

■ TOURNAMENT MODES

■ ORIGINAL ARCADE GAME



OUT NOW



TBA



OUT NOW



Nexus means the centre, Battle Nexus means bad game

THE TEENAGE

Mutant Ninja Turtles review, Issue 31 of

CUBE summed up the game with the statement: "You really just need to keep tapping **A** and pointing your Turtle in the direction of the enemies." This brings us nicely onto *Teenage Mutant Ninja Turtles 2: Battle Nexus*, the sequel where you really just need to keep tapping **A** and pointing your Turtle in the direction of the enemies, except Leonardo now has the ability to slice pipes. That's progress for you.

Based on the recent *Teenage Mutant Ninja Turtles* revival rather than the *Teenage Mutant Hero Turtles* cartoon of the Eighties, the Turtles in *Battle Nexus* are the new meaner and grittier versions. Gone is the naïve optimism, triumphant theme tune and Shredder's campness. Gone with it is any reason to buy *Battle Nexus* based on Eighties Turtles nostalgia.

There's too much distance between the two series for fans of the old to be completely satisfied with the new. This leaves *Battle Nexus* fighting for fans on the gameplay front and it's here that it spectacularly screws up.

In short, if you fly solo and want to take the fight to Shredder on your own, don't bother. It's far too difficult. In slightly less short, there are too many instances where it's virtually impossible to progress without a buddy on hand to provide support, act as a decoy or go for pincer attacks on bosses. Impossible to defeat in single player, the fights suddenly seem unfair with four players plugged in as everyone instinctively goes for classic playground bullying tactics: knock the boss over and then surround him and kick him when he tries to get back up. The fighting itself is the same button hammering mess that plagued *Teenage Mutant Ninja Turtles*. Weak attacks, strong attacks, weak and strong attack combos. Simple stuff that quickly becomes repetitive.

Fighting isn't perfect but it's infinitely preferable to the platforming. Jumping is horrendous, as you hand over all sense of control to the GameCube and Lady Luck once your turtle toes leave the floor. Given the amount of times jumping is called upon, it really needs to be solid and reliable. Why Konami thought it would be a good idea to put in so many sections involving moving platforms beggars belief. People have gone to hell for much less. The camera doesn't help either. It's hard to believe it



was designed with any intention in mind other than to make you really, really angry. Even the double jump is useless.

Each turtle has a unique ability. Donatello uses consoles to deactivate laser beams. More switches! Raphael can push boxes and heavy objects. More crate shifting! Leonardo can slice through various objects. More artificial dead-ends! Michelangelo uses his nunchakus to hover. Pointless! These abilities are just ways of disguising the same old clichés and switching between the foursome to find the appropriate turtle to turn off lasers/cut through pipes/shift crates is



The Spasmossaur – best boss name ever!

ORIGINAL STYLE! If you love *Battle Nexus*, you're going to ride for the inclusion of the original TMNT arcade game. Thanks to Westwood for the urban lingo.

UNLOCKABLE

ARTWORK

When you complete certain levels, you unlock pictures of concept art of the levels and characters. What fun! We'd like to see more of this in games!

Here you have to throw all the mini-Krangs into the milk.

And here you run towards the screen for flipping ages.

This is the worst section in the game – so dull.



tedious. It's a little less tiresome with four turtles scampering about but then you reach a point where *Battle Nexus* appears to give up trying to make sense and everything goes back to being no fun. Cue the Teenage Mutant Ninja Turtles flying around on hoverboards collecting coins or in spaceships shooting asteroids. Sigh.

You can collect antiques too but with one rather notable exception that unlocks the original arcade game, they serve no purpose. Clips from the series sandwich the levels but the stuttering animation and kung-fu flick dubbing mean you won't be watching them, although lines such as "He's breathing our air and it's infecting his brain!" are amusing for the wrong reasons. The shell-shaded (excuse the un hilarity) graphics return and look every bit as pretty as they did before. Not that you'll fawn over the animation too much as the bland levels return

with it and the new default camera view focuses on that rather than letting you gawp at anything else. Fortunately the volume can be controlled, which is a small mercy when the one-liners repeat themselves ad nauseam. "Don't they know not to play with fire?" is the main offender and it gets trotted out for everything from explosions (understandable) and crates being smashed open (not understandable). Considering how annoying the repetitive speech was the last time around, it's amazing to see this still hasn't been rectified.

2ND THOUGHTS BATTLE WRECKS US

These new Ninja Turtles are cooler, darker and they actually fight and hit things rather than the Hero Turtles who just jumped over enemies who then ran into walls, knocking themselves unconscious. But that's just a difference in the TV show and it makes no odds in the game which isn't fun. The unlockable arcade game isn't fun anymore either.

TIM

Outside of a tolerable multiplayer, there's nothing to redeem this. *Battle Nexus* had potential and it will stir the interest of old and new *Turtles* fans but sadly, it satisfies neither the misplaced nostalgia nor the itch for a cel-shaded violence. Next stop, *Mutant Melee*. Get it right this time.

RYAN

FOUR PLAY

Foreheads are better than one shell

Battle Nexus in four-player is, against all odds, mildly fun. And this despite it showing absolutely no sign of having been designed with four players in mind. Witness how the platforms are too small to carry more than two Turtles, the ridiculously easy difficulty when four Turtles can gang up on bosses and the invisible walls that hinder progress when the team is too spaced out. One inglorious moment during a four-player session saw the team leave Raphael behind following a tricky jump, only for the invisible walls to prevent anyone from pushing on or going back to retrieve him. Yet, somehow, it's still fun.



"THERE ARE TOO MANY INSTANCES WHERE IT'S VIRTUALLY IMPOSSIBLE TO PROGRESS WITHOUT A BUDDY"

CUBE VERDICT TMNT 2: BATTLE NEXUS

A WOEFUL SEQUEL TO A POOR GAME



VISUALS

Bland environments with cute cel-shading and animation.



AUDIO

Forgettable music and annoying, repetitive one-liners.



GAMEPLAY

Passable fighting coupled with depressing platforming.



LIFESPAN

Depends on how many turtle friends you've got.



ORIGINALITY

Unique abilities! Unlockable artwork! Learn combos! Hang on.

ALTERNATIVE

The original game, *Leonardo* couldn't slice pipes in this one. The lamer.



TEENAGE MUTANT NINJA TURTLES

Reviewed: 31

CUBE Rating: 6.0

CONCLUSION

BATTLE NEXUS IS

just about tolerable with four players but it still doesn't justify the price tag. It's simply too frustrating to play on your own with the platforming and camera double-act kicking any sense of fun right up the arse. The fighting isn't too shabby but it's the platforming that kills the enjoyment off.

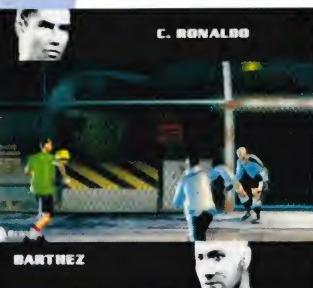
FINAL SCORE

4.4



SHOULDER CHARGE

Before learning about roasting [Mmm, Sunday lunch – Ed], footballers learn street skills.



CUBE

INFORMATION

FIFA STREET

PUBLISHER: EA

DEVELOPER: EA SPORTS BIG

PRICE: £39.99

GENRE: CANADA

PLAYERS: 1-4

MEMORY: 4 BLOCKS

STATS

■ 4-ASIDE FOOTBALL

■ 16 NATIONAL TEAMS

■ CREATE-A-PLAYER

■ MC HARVEY



11 MARCH



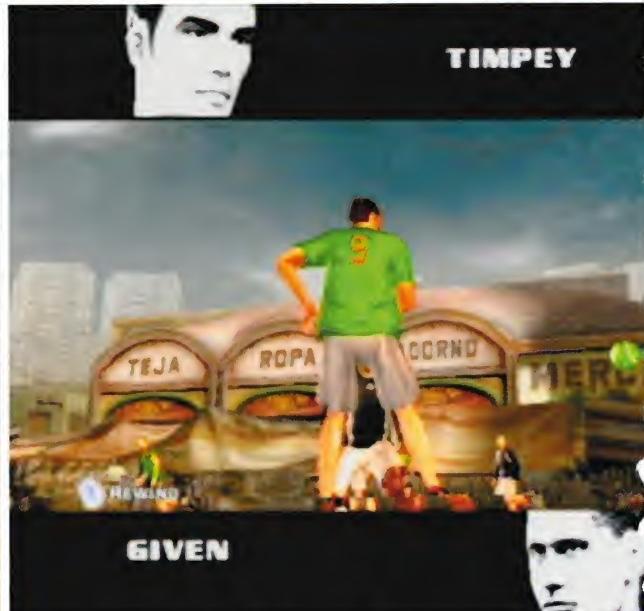
TBA



OUT NOW



Bish bash bosh



FIFA STREET

This is the street and anything can happen

THE SUN

newspaper, Tuesday 18 January. On page 3,

there was something interesting that caught our eye and it wasn't Keeley, 18, from Bromley. No, it was a story about Michael Harvey from So Solid Crew getting sprayed in the face with CS gas by the police for making an obscene gesture that provided the Tuesday morning laughs. "Ho ho, maybe it was EA dressed up as police!" we hilariously joked before reluctantly returning to *FIFA Street*, where Harvey serves as the "lyrical miracle bad boy". That's what they call commentators on the street.



We promised ourselves not to talk too much about MC Harvey for the review but when *FIFA Street* manages so much wrong, it's best start with what it gets right. It's Harvey who manages to provide all the entertainment here, clearly lost in the bizarre world of videogames where he's expected to switch from spitting lyrical bullets over sparse urban beats to an all-in-one hat-trick of cheerleading, commentating and rapping. "I'm getting hyped now," he shouts before suddenly realising he can rhyme it. "I'm on the mic now!" He's embarrassing, he's strange, he's not in the least bit ghetto and he's absolutely brilliant.

What about the tricks? The overhead flicks, the roulettes, the nutmegs? While these should be the main draw,

something that'll make you drag uninterested people over to your TV screen to see the replay of your skills, they're far too easy to execute and depressing when they work. All you have to do is judge the right distance from your opponent, hammer the random trick button and leave the defender for dead. No exuberance, no flair, no joy, just a gentle whiff of depression accompanying the ball as it pings around the pitch like a weightless pinball. Ultimately, tricks are so random and unsatisfying to complete that they merely become a shortcut to a Gamebreaker rather than something you want to revel in.

Gamebreakers themselves aren't quite as abysmal. The system has been copied and pasted from *NBA Street V3*, with the same combo limit of five tricks applying here. The neat part is when the

TAPPED UP: Here's unlockable Ashley Cole, who's currently loving it up with Cheryl Tweedy from Girls Aloud. Who'd be a footballer eh? Not us!



WIBBLY

WOBBLY
You can use the D-pad to taunt players. Here, Damien Duff is standing on the football. We tried to think of a relevant joke that didn't involve 'balls'. We failed. That guy was right - we aren't funny!



Any coach will tell you to keep your eye on the ball.

We dropped Damien Duff for being rubbish.



All the ladies loved Tim's cute polygonal ass.

Gamebreaker is full, you still have to evade defenders before unleashing the shot, so you don't always feel scoring is guaranteed. More importantly, you can actually stop the other team's Gamebreaker if you defend well enough.

The flip side of this is shooting is awkward. There's a miniature goal at the bottom of the screen with a small football showing where your shot will go. Press down on the analogue stick, the ball will move to the bottom of the goal, telling you your shot will fly low. This is fine except the analogue stick controls movement too, so if you're running left and want to shoot right, well, you can't. Further misery gets piled on top of this

when you realise you can't score simple tap-in goals either because players have to do a fancy animation when trapping the ball (this is football as it's played on THE STREET, remember?) before half-heartedly shooting. By the time the ball heads goalwards, the keeper has recovered and the chance has passed. Wonderful. Not that it's hard to score, with keepers seemingly unable to stop headers towards the corner of the goal. Cheap goals are never a good thing and when 17-1 victories are commonplace, you know something has gone horribly amiss. Perhaps it would be better to follow Harvey's advice and "move the ball around with your mind".

WARNING! SPOILERS!

Everybody hurts, everybody cries

There. That's every trophy in the game unlocked and nestled in the CUBE cabinet. It took two days of solid playing to complete *FIFA Street*, minus Street Fighter breaks and extended posting on the forum. There is no longer any game we can't complete, any mountains we can't climb, any punishment we can't face. Why did we put ourselves through such pain? To find out what the lavish reward for doing so would be and so you don't have to see for yourselves (although it was mainly to find out what the end reward was). Was the reward unlockable gameplay? A Girls Aloud picture? 40 pounds back? Better than that. The reward was a line of text telling you "You rule the street". Hurrah! Not even artwork!



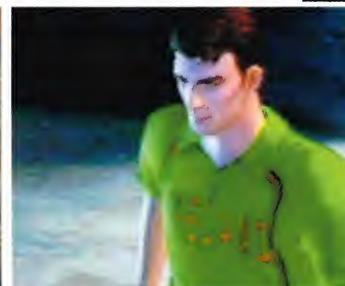
Not that all Harvey's rhymes offer good advice. "Defence best stay awake, they're on the break!" he shouts, unaware that the defence has barely figured what's going on, let alone how to stop the other team. They're powerless to do anything if the attacker has just tricked them, as you lose all control over the defender while they go through their stumbling animations. A victory for gameplay! Conversely, if you run the ball to your own corner, they stand around scratching their arses while the clock runs down. Eventually, reluctantly, they'll go in for the tackle. We say go in for the tackle. We mean they stumble over your player, wasting more time, before finally winning

2ND THOUGHTS

FOOTBALL CASUALTY

■ Anyone who buys this game deserves to be tied up and beaten about the head until they can take no more. Then they should be shot. Then they should be fed to dogs. Then the dogs should be shot, their bodies burnt and the remains fired into the sun. Do you understand? This game is complete pap and there is no excuse for owning it. Oh, and Harvey is a pillock.

MIKE





TIM EMPEY, FOOTBALL MONSTER

"Where do I kick that round thing again?"

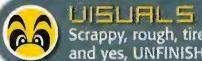
Before you start Rule The Street mode, you have to create-a-player to be the star of the team. So here's Tim Empey. Ta-da! As you can see, the create-a-player mode isn't too shabby and there are a lot of outfits, trainers and sunglasses to unlock (before you all email in, no, Tim doesn't wear sunglasses in every day life thus the lack of them here). You also see a nice profile picture of your player at the top of the screen during replays. It's a nice touch and one of the few things *FIFA Street* gets right but that's only because no actual gameplay is involved at this point.



"NO EXUBERANCE, NO FLAIR, NO JOY, JUST A GENTLE WHIFF OF DEPRESSION"

CUBE VERDICT *FIFA STREET*

WELL, IT'S... IT'S RUBBISH



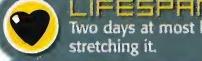
VISUALS
Scrappy, rough, tired, uninspired and yes, UNFINISHED.



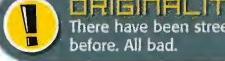
AUDIO
As full of life and vibrancy as MC Harvey's music career (it's dead).



GAMEPLAY
A mixture really – some games are fun, others rather dull.



LIFESPAN
Two days at most but that's really stretching it.



ORIGINALITY
There have been street footy games before. All bad.

ALTERNATIVE



The apocalypse is here, the sky has fallen and we've gone to hell early. Hot, innit.

URBAN FREESTYLE SOCCER

Reviewed: 30

CUBE Rating: 3.6

CONCLUSION

WE FEARED THIS would be bad, and we were right. This is a strange world where Ronaldinho and MC Harvey awkwardly rub shoulders, goals are scored when the ball doesn't cross the line and the whole experience feels like a drawn out and particularly bad mini-game. *FIFA Street* 2's announcement before this has even hit the shelves says it all.

FINAL SCORE

4-1

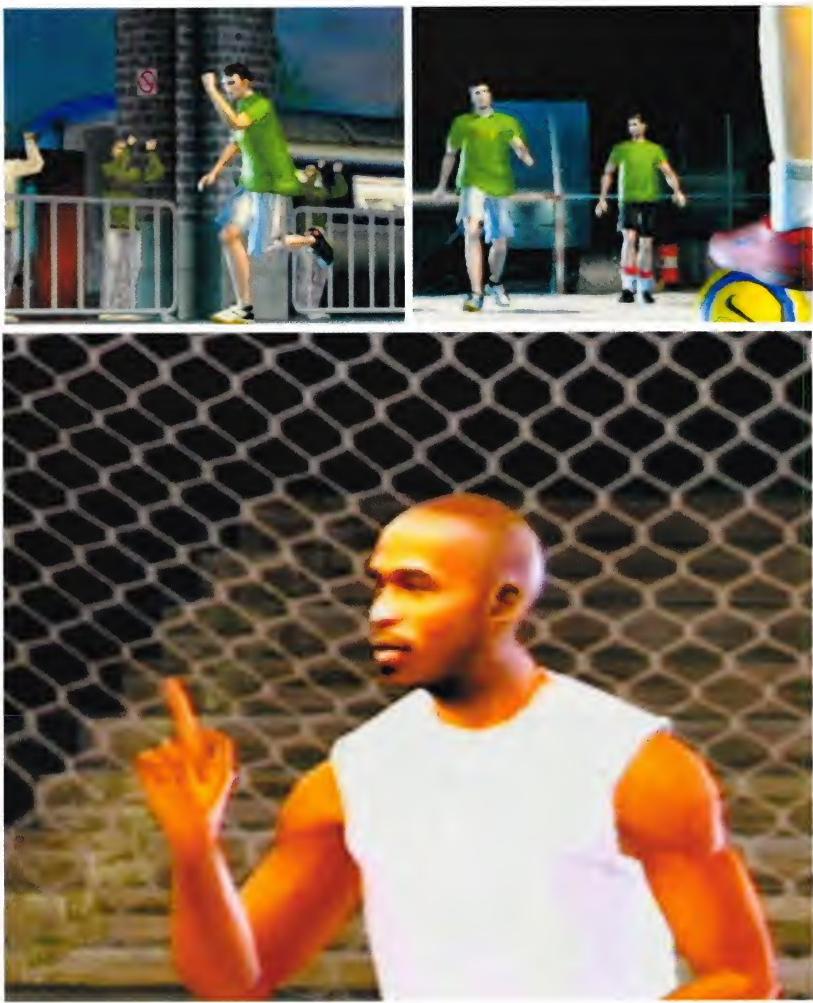
CONTINUED

the ball back. Another victory for gameplay! How we wish we were making this up. Then, the goalkeepers! Oh dear. As Harvey says, "they're making you look like a fool, sharpen up yourself!" Sharpening up the keepers is impossible as they not only refuse to fit into a pencil sharpener, making the job difficult to begin with, but their artificial intelligence seems to be modelled on Manuel "Yes Meester Fawlty" Almunia as well. Diving after the ball has hit the back of the net and rolled back out of the goal. Booting the ball at their own defenders, which leaves the other team with an open goal. Catching the ball then falling past their own goal-line. So Solid? Not quite. The sorry list goes on but our patience ends here.

FIFA Street doesn't even offer the usual EA bells and whistles to gloss over the cracks. The presentation is sorely lacking with static crowds, stuttering animation and a surprising lack of game modes ramming home how undernourished the

game is. Kudos to the music selection with nice flamenco music adding a touch of class, while the drum 'n' bass beats evoke adjectives like grimy and dirty, even if they have no meaning in an actual musical context. Just as you start to warm to *FIFA Street* for its music if nothing else, the final nail in the coffin arrives – the huge number of glitches. MC Harvey screams that you hit the bar when the keeper catches the ball. Goals are scored when the ball doesn't cross the line. The ball jerks about on Gamebreaker replays. It really does feel as though *FIFA Street* was abandoned ahead of schedule, with the lack of depth pointing to a new first in videogames – placeholder gameplay. It won't catch on. In its haste to take football back to the streets, EA forgot to make pit-stops at gameplay and fun. When MC Harvey is the best thing you can point to in a videogame, you know something has gone drastically wrong. Altogether now, hey, hey, hey! *FIFA Street!* *FIFA Street!*

RYAN



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Get into the game like never before with the Touch Screen of the new Nintendo DS. Get more fun thanks to Dual Screen technology and the integrated microphone. Plus: get loads of extras like PictoChat for wireless messaging and a demo version of "Metroid Prime: First Hunt." Now get playing.

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TOUCH ME!



12+
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MEN!

Here is a man fighting another man. Sometimes he gets hit in the face and it hurts.



Round 2...
fight!

CUBE

INFORMATION

FIGHT NIGHT ROUND 2

PUBLISHER: EA SPORTS

DEVELOPER: EA SPORTS

PRICE: £39.99

ORIGIN: CANADA

PLAYERS: 1-2

MEMORY: 4 BLOCKS

STATS

■ NEW CAREER MODES

■ FIVE WEIGHT DIVISIONS

■ HAYMAKER PUNCHES

■ BLOOD AND STUFF



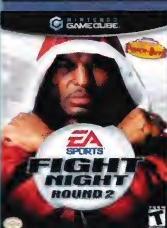
18 MAR



TBA



OUT NOW



HOWLING

BLOOD!

Severe cuts or bleeding can stop the fight, particularly in the amateur rankings. Make sure it doesn't happen with this tedious mini-game! Just try not to jab him in the eye or he'll bleed even more.

SWELLING CUTS



FIGHT NIGHT ROUND 2

After recent disappointments,
EA come out fighting

BOXING IS no longer the dominant force it once was. In the past, boxing was a dangerous yet glamorous sport and pulled in viewers with Rumble In The Jungle and Thrilla In Manilla blockbuster clashes. In the present day, we have Audley Harrison fighting the local milkman and Mike Tyson thanking opponents after matches. Boxing games don't fare much better – damned by sports fans as fighting, damned by fighting purists as sports, they've failed to attract either camp. Now this is the part of the review where we triumphantly state that *Fight Night*

Round 2 will change all that because it has the presentation, licence and depth to secure the broad appeal it needs.

The presentation here easily trumps EA's own *FIFA* series. Simple yet classy, it's nailed the look perfectly.

Presentation is something that's often overlooked in sports games but that's because they tend not to get noticed. Here, everything from the vintage boxing posters underpinning the menus to the commentator actually matching what he says to the in-ring action adds to the atmosphere. All this culminates in the dramatic moments when your boxer is a few punches away from

hitting the deck with the camera angle zooming in and the crowd noise draining away. Bar a few problems with the way boxers fall to the canvas like shop mannequins, *Fight Night Round 2* looks and sounds superb.

The licence isn't quite as comprehensive – no Joe Louis or Jack Dempsey is an oversight – but it still boasts the likes of Jake LaMotta, Rocky Marciano and Evander Holyfield. More importantly, it has the current big names such as Ricky Hatton and Bernard Hopkins. You have to use these fighters differently too, which calls upon the unique control system. When moving your boxer or throwing punches, you rely almost entirely on the analogue sticks and shoulder buttons alone. In fact, you could (and probably should) go through entire matches without touching the face buttons – the only one you really need to use is taunt. We'll presume you'll be good enough not to need the clinch. It's a surprisingly intuitive system that lets you to dance around the ring like Sugar Ray Robinson or steam like Sonny Liston.

The flipside of this is using the **stick** to throw punches initially feels awkward and clumsy, with an obvious temptation to twirl the **stick** in hopeless abandon while wondering why your punches aren't hitting anything. It takes discipline to learn how to punch effectively but when you add dodging, blocking and parrying to the mix, it's obvious a lot of work is needed to unearth the gameplay

Hit him! That's good advice at bit like "Hey, yo".



"Hey, yo" that was Miles' favourite *Rocky* quote.



IT'S A MIRACLE: Forget Jesus' face appearing in your Monday morning toast, now he's taking over games too! Actually it's an equipable tattoo you can unlock.



"YOU COULD (AND PROBABLY SHOULD) GO THROUGH ENTIRE MATCHES WITHOUT TOUCHING THE FACE BUTTONS"

at the heart of *Fight Night Round 2*. In fact, that's the only real problem – it is extremely tough to learn with the meagre training modes poor replacements for a proper, in-depth tutorial. Like *Madden NFL 2005* and *Winning Eleven 6*, you have to learn the sport and be patient to get the most out of the game. Still, it's a small price to pay because once you get to grips with the controls, they're as fluid and flexible as you want them to be.

Corner men try and fix your cuts and swellings between rounds although actually doing so is a little convoluted. First, you have to pick whether you want cuts or swelling tended to, then the area of your face, then you have to keep the marker inside the moving bar using the E-stick. It's overwhelming the first time you see it and again, it's something that'll add to the overall experience once you get used to it, but adds to the already demanding list of Things To Learn for newcomers. Career mode is kinder as fights are separated into leagues as a way of setting difficulty levels. Amateur matches are fought in small, dingy boxing clubs with headgear a mandatory requirement and cuts

stopping bouts, while the higher end of the scale is professional bouts against heavyweights such as Frazier and Ali. There's now an option to use the actual pugilists rather than making one of your own, which is a nice touch for boxing fans. You can also boost your fighter in a far more logical way than the mechanical buy-your-own-stats approach. Better mouthguards lead to an improved chin rating, trainers increase speed, tougher gloves build your power and so on. There's even a chance for a last-minute training session to boost your pugilist before he steps between the ropes.

In fact, much like real boxing, the build-up is almost as much fun as the fight itself. Depth is a rarity in sports games with an enjoyable single player mode even rarer but *Fight Night Round 2* has managed to come up with both. Instead of turning off both sports and fighting fans, this should appeal to both groups as well as setting an example to other EA sports games as to how it should be done.

RYAN



FIGHT STORE

UNABLE TO EQUIP JESUS BECAUSE ALREADY EQUIPPED.

2ND THOUGHTS

STICK AND MOVE

■ Inexplicably EA Sports decided not to publish the excellent *Fight Night* on the GameCube, despite lumbering us with many far less interesting titles. Thank goodness they've seen the light. The improved career mode is great and the boxing is as finely crafted as you like.

MILES

"Win!" was his other one, these make rubbish captions.

FALLING IN AND OUT

We will wobble but we won't fall down

One criticism aimed at the original *Fight Night* was that boxers didn't fall properly. If you knocked them out flat against the ropes, they'd thrash around like a boneless chicken without falling. If you knocked them over to the side, their head would refuse to touch the floor like you'd just hit a mannequin to the ground. Sadly, neither has been rectified for this sequel and while the rag doll physics do look good most of the time, it's the occasional legs bending back on themselves and jelly-limbed flailing you'll remember most. A bit like the time Lewis got chinned really.



CUBE VERDICT

FIGHT NIGHT ROUND 2

FANTASTIC ADDITION TO EA'S SPORTS LIBRARY



VISUALS

Boxer likenesses are superb, although punches look weak.



AUDIO

Great commenting with usual bland 'ghetto' bling-beats.



GAMEPLAY

Tricky at first but ultimately satisfying and intuitive.



LIFESPAN

Once you learn the controls, this will last a long time.



ORIGINALITY

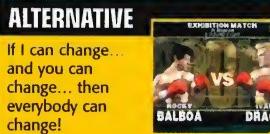
Novel take on boxing controls supported by usual options.

CONCLUSION

FAULTLESS presentation, a deep career mode and genuine in-ring excitement all add up to the perfect sports game. It's the controls that are the weakest link, as while they provide the depth for boxing fans, they're fussy enough to scare away featherweights who won't want to put the time in. Still, it's their loss, as this is one of the finest, classiest sports games on GameCube.

FINAL SCORE

8.9



ROCKY

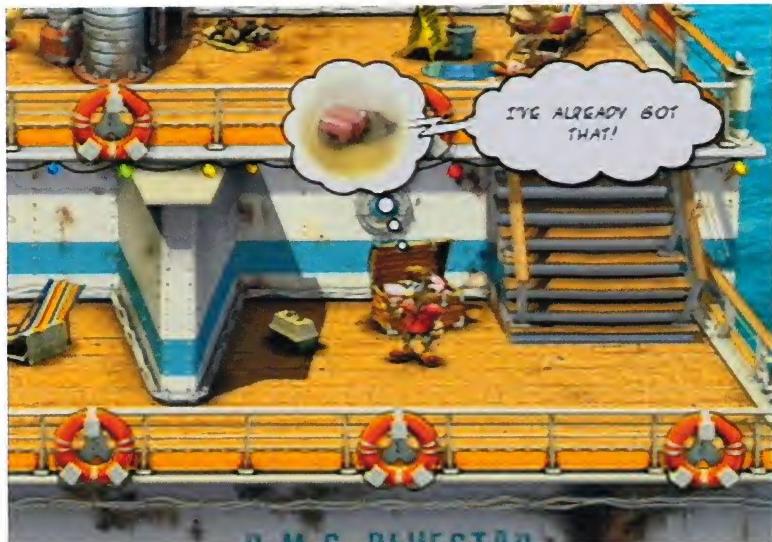
Reviewed: 1

CUBE Rating: 8.3



OUT FOR THE COUNT

Try not to get caught by Mr Rottweiler – if he sees you three times, it's all over!



Watch out... Woody's About!

NEIGHBOURS FROM HELL

Or "How to be a complete B*****". No, wait, that's been done...

CUBE

INFORMATION

NEIGHBOURS FROM HELL

PUBLISHER: JOWOOD

DEVELOPER: IN-HOUSE

PRICE: £19.99

ORIGIN: GERMANY

PLAYERS: 1

MEMORY: 2 BLOCKS

STATS

- HILARIOUS STRATEGY ACTION
- LAY TRAPS FOR MR ROTTWEILER
- WATCH AS YOU CAUSE HIM PAIN
- TRY NOT TO GET SPOTTED

UK OUT NOW JAP TBA USA TBA



WE HONESTLY

can't imagine living next door to someone like Mr Rottweiler. He's fat, rude, smelly, shouts at everything, has no regard for anyone else and generally manages to make poor old Woody's life a living hell, even though he's not trying – if we were him, we'd do something about. Like go on one of those shows on ITV that show up the worst neighbours in Britain. Or perhaps spend hours on end planning all kinds of elaborate traps for him to fall into, hoping that it'll cause him endless amounts of pain and

suffering. That'd teach him. Woody, however, has taken the next step and it's here that *Neighbours From Hell* opens the proceedings. Having put up with enough crap from Mr Rottweiler to last a lifetime, he's actually created his own reality TV show (or 'unscripted drama', as the pompous media types now call it) where viewers get to watch him get his revenge. You, taking control of Woody, get to direct the action by helping him keep the audience entertained... as well as making sure he doesn't get beaten to a pulp in the process.

So, yes – it's a puzzle game and a well-disguised one at that. Still, as puzzle games go *Neighbours From Hell*'s concept is incredibly simple. Each of the game's 24 levels presents a slice of Mr Rottweiler's life for you to disrupt, from early basics such as taking a bath and celebrating his birthday to more complex examples like taking his would-be girlfriend on holiday to China and entertaining his dear old mother. During each stage, Mr Rottweiler himself follows a set routine that offers various opportunities for you to step in and

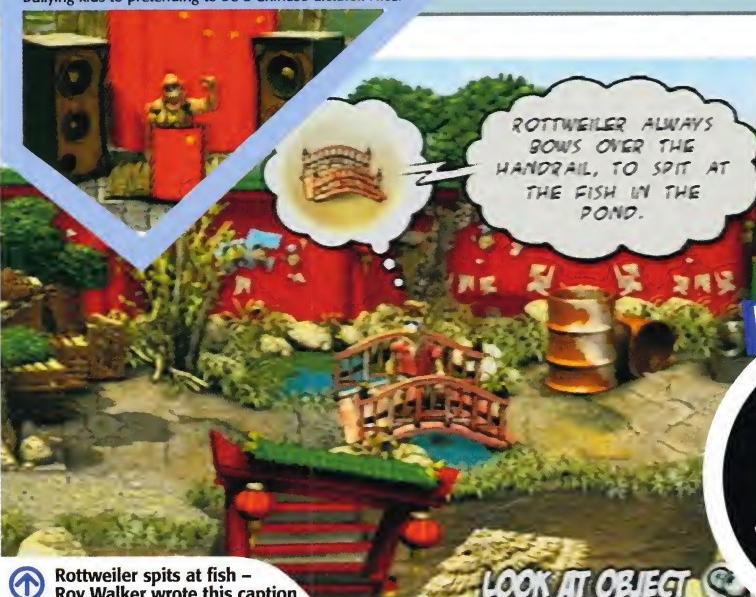
EASY DOES IT

Some tricks aren't as simple as you might think...

While laying most traps for Mr Rottweiler is simply a matter of combining the right two objects together, some require a bit more skill. Specifically, having to line up three matching symbols 'fruit-machine' style to find the goods or balancing an item in the middle of a target until the meter fills up. There's also the problem of avoiding Rottweiler's pets who don't take kindly to strangers, not to mention keeping well away from the brute's mother... who's actually more dangerous than the man himself!



ACTING OUT: Being the cocky arse he is, Mr Rottweiler plays out all kind of actions – from spying on Olga and bullying kids to pretending to be a Chinese dictator. Nice.



↑ Rottweiler spits at fish – Roy Walker wrote this caption.

cause some chaos – for example, the very first stage sees him making a phone call, sitting down to watch some TV and finally spying on Olga (the love of his life) through some binoculars, all in a regular rotation. But if we said that items in the same level included a tube of glue, a whoopee cushion, some oven gloves and a red-hot iron, can you guess what kind of trickery could happen?

That's right – put glue on the binoculars so they stick to his eyes, use the oven gloves to tie up the electrified TV aerial so it doesn't work, put the whoopee cushion on his chair and swap the phone receiver for the red-hot iron. Cue plenty of hilarity and endless amounts of canned laughter from the 'audience' as they guffaw at Mr Rottweiler maiming himself at to your mischievous hand.

Ultimately, it's a game about quick-witted deduction, swift movement and a keen eye for the unlikely – if you can imagine a nasty way of combining two items, chances are that you'll be able to do it. Even so, there's the matter of getting all the items that you need to set the full series of traps (you only complete a level once you pull off all the tricks contained within it, ranging from four initially up to eight and beyond), setting those traps successfully (something that can be a pain when it comes to the multi-part traps that have to be set in quick succession) and, of course, staying away from Mr Rottweiler himself. If he even sees you, you're in for a beating – despite being rather overweight, he'll chase you around the house until either he

catches you (in which case, you'll get a good thumping and lose one of your three lives) or you take cover in one of the conveniently-placed hiding spots, like a Plasticine Solid Snake. Thankfully you don't have to wait around for long for Mr Rottweiler to forget about you and you're soon back to your dirty tricks.

Once you've got all this under control, things get even more tricky with the introduction of special gold trophies for those of you who can pull off all the required tricks in one go. Through careful planning and repeated attempts, you can actually follow Mr Rottweiler's routine and keep him on the point of exploding with rage all the way round, it's not easy, but doing it on every level is the only way to officially clear the game. It's here though that one of the game's pitfalls arises as once you've mastered the method of a level, you'll never return to it – there's just no challenge any more. Sure, 24 levels seems like a lot and it'll take a while to work out everything but even so, it seems a shame that the whole thing can become redundant once you finally manage to master it.

Thankfully, JoWood has seen sense to make *Neighbours From Hell* a budget title (it's only £20) and that obviously tips the balance in its favour. For a game that offers so many laughs and more than a few instances of serious head-scratching, you can't really argue with the price – plus, there really isn't anything else like it on any system, and that's worth a point all by itself.

MARTIN



THE LOVELY OLGA

Mr Rottweiler's dream gal makes several appearances, although you won't get punished for her spotting you.



2ND THOUGHTS

THE DEVIL NEXT DOOR

There's nothing like playing pranks. The number of times I've kicked away Ryan's chair just as he's about to sit down and he ends up falling on his arse or telling Miles that Guns N' Roses have reformed when they haven't – it cracks me up every time. *Neighbours From Hell* isn't as funny but for 20 quid it's alright. Ooh, Ryan's going to sit down again!

TIM



"THE CONCEPT'S SIMPLE BUT ONCE YOU'VE PERFECTED A LEVEL, THAT'S IT"

CUBE VERDICT

NEIGHBOURS FROM HELL

MEAN-SPIRITED FUN OF THE BEST KIND



VISUALS

Small, but perfectly formed – the claymation style really suits it.



AUDIO

Canned laughter and wacky sound effects a-go-go.



GAMEPLAY

Deceptively simple, but perfecting those levels will take some time.



LIFESPAN

Once you have perfected them though, you won't go back.



ORIGINALITY

We've certainly seen nothing else like it that we can remember...

ALTERNATIVE

The only other GameCube game we can think of where you have to be so ruthless to win. Well, sort of.



MARIO PARTY 6

Reviewed: 42

CUBE Rating: 6.9

CONCLUSION

SURE SO THE whole game is a one-trick pony, but it's great fun while it lasts. It's easy to get into and watching your neighbour hurt himself in all kinds of ways never seems to get tiring – plus, the fact that it's only £20 makes it even better value. Just don't go trying it on your real neighbours, okay?

FINAL SCORE

8-2



resident evil™

"Awesome. Magnificent. Monumentally good."
CUBE: 9.8/10

"Astonishing. Beyond anything that we could imagine."
GAMEMASTER: 97%



The past is never dead and buried

Leon S. Kennedy has put the past behind him.
He survived the outbreak in Raccoon City six years ago.

Now a government agent, he is sent to a remote
European village. *There's something wrong with the villagers*

The President's daughter has been

- kidnapped

the nightmares NEVER end



evil evolves

OUT NOW

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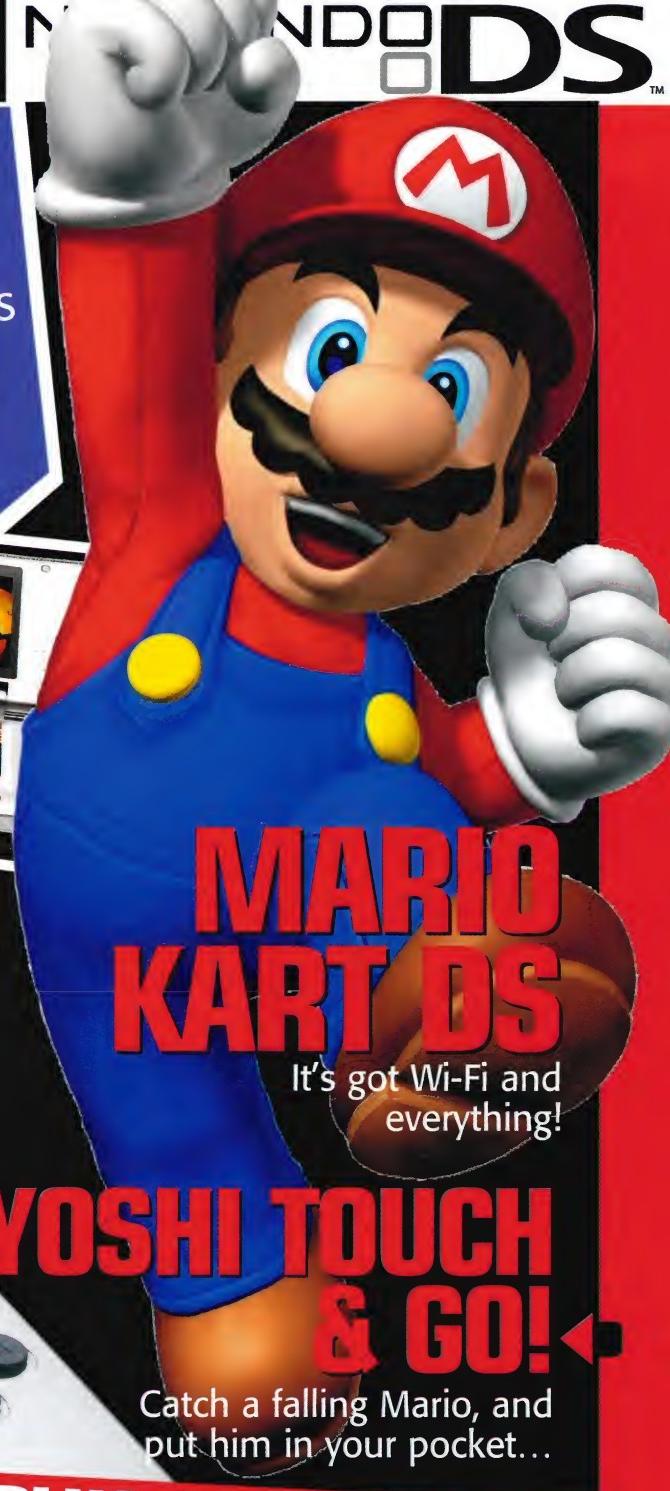
ALL THE LATEST ON

NINTENDO DS™

HANDS ON

NEWS

Everything happening in the world of DS plus the biggest GBA stories



YOSHI TOUCH & GO!

Catch a falling Mario, and put him in your pocket...

PLUS MUCH MORE!

THE DS HAS ARRIVED!

At last Nintendo lets the Europeans have a go – no more trying to watch over a fat American's shoulder!

HO NEWS:

ALL THE GOSSIP FROM THE NINTENDO TOUCH! CONFERENCE, QUOTES AND REACTIONS FROM THE INDUSTRY PLUS THE LATEST DEVELOPMENTS IN THE WORLD OF GAME BOY ADVANCE!

CONTENTS



WE'VE ALL BEEN doing the Happy Nintendo dance this month, because the DS has officially landed! Woo hoo! The future of gaming is in our hands and it feels...sticky. Eeww, Miles! We've re-reviewed all the top DS games for the launch and thrown in a few new ones just to keep you on your toes.

Liz Morris
News Editor

AT A GLANCE...

DELICIOUSLY SAUCY

Another month, another DS launch day, but this one is the most important.

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TIME MACHINES

Yeah that's right – you can bone up on the history of playing games in your hand.

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MARIO KART DS

Eight-player, Wi-Fi, red shell-tossing gloriousness heads to your DS!

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EURO LAUNCH GAMES

Re-reviewed for your confusing pleasure: "How is it 0.3 better than last time?"

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MORE DS GAMES

New games from Japan including Yoshi's Touch & Go!

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DS IN THE

DS details revealed in Paris

Hello? Erm, could you stop playing on your DS for a moment and read this? Aww, go on... okay! As you're probably aware (after reading our story in GCN), Nintendo announced the arrival of the DS in Europe at its recent Touch! conference in Paris, and of course Hands-On was right in the heart of the action, propping up the free bar and ogling Girls Aloud... oh, and, listening to Satoru Iwata's enthralling speech and lustng after Girls Aloud... erm, DS games. Lusting after the DS games on show. Sorry.

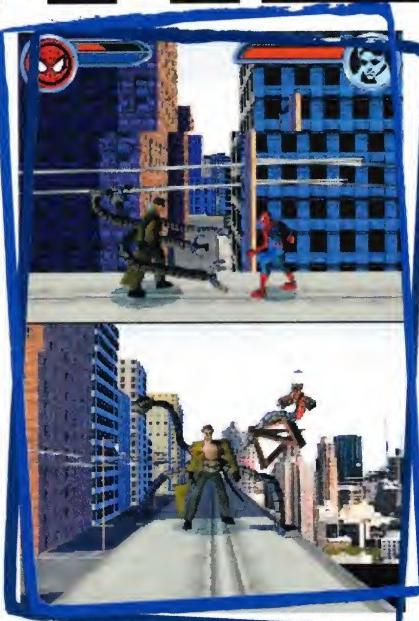
Whilst some of you lucky sorts might have already bought a DS, here's a brief rundown of the details revealed at the event for everybody else.

Priced at a very reasonable £99.99 (thank you, Nintendo!).

the DS comes complete with *PictoChat* that allows up to 16 players to send messages and drawings to each other, plus a demo of *Metroid Prime Hunters*. There is also a choice of 15 games (average price £19.99 – £29.99) available in stores as of the 11 March. The games are *Super Mario 64*, *Wario Ware Touched!*, *Pokémon Dash*, *Polarium*, *Tiger Woods PGA Tour*, *The Urbz: Sims In The City*, *Spider-Man 2*, *Project Rub*, *Mr Driller: Drill Spirits*, *Rayman DS*, *Asphalt Urban GT*, *Sprung: The Dating Game*, *Zoo Keeper*, *Ping Pals* and *Robots* (for more information, check out our Hands-On reviews).

Also on show at the event were several forthcoming DS titles from Nintendo, including the adorable *Nintendogs* that had Liz's heart melting faster than a snowman in Barbados – something

Nintendo is clearly hoping to achieve with the DS, and we mean attracting girls, not melting hearts. That's horrid.



At the event, Nintendo's President Satoru Iwata took to the stage after a cringe-worthy "joke" introduction by Jim Merrick (senior director European marketing, NOE), and reiterated the company line that the DS is for everybody, commenting: "We [Nintendo] believe that the Nintendo DS will change the way people play videogames and our mission remains to expand the game play experience." Iwata-san further stated that: "[the] Nintendo DS caters for the needs of all gamers whether for more dedicated gamers who want the real challenge they expect, or the more casual gamers who want quick, pick up and play fun."

The Touch! conference also showcased a number of new DS titles, including the long awaited *Mario Kart*, *Kirby And The Magic Paintbrush* (which isn't totally awful, can you believe it?) and *Yoshi's Touch & Go*.

In all it was a successful event by Nintendo, bar the bizarre advertising campaign, proving once again the company's dedication to improve relations with Europe. Well, Cheryl Tweedy in a very tight top certainly got Ryan's vote. ■

CITY



DS BUYERS GUIDE

The ultimate DS databank

PRICE: RRP £99.99

SPECS:

SIZE (WHEN CLOSED):

148.7 mm wide, 84.7 mm long, 28.9 mm tall

TOP SCREEN:

A backlit, 3 inch, semitransparent reflective TFT colour LCD with 256 x 192 pixel resolution and .24 mm dot pitch, capable of displaying 260,000 colours

TOUCH SCREEN:

(see above), plus a transparent analogue touch screen

WI-FI:

Wireless range 30 – 100 ft

CPU:

One ARM9 and one ARM7

SOUND:

Stereo speakers providing virtual surround sound (depending on software)

BATTERY:

Lithium ion battery. 6-10 hours of play

UK LAUNCH GAMES*:

Asphalt Urban GT: £29.99
Mr Driller: Drill Spirits: £29.99
Ping Pals: £29.99
Pokémon Dash: £29.99
Polarium: £19.99
Project Rub: £29.99
Rayman DS: £29.99
Robots: £34.99
Spider-Man 2: £29.99
Sprung: The Dating Game: £19.99
Super Mario 64 DS: £29.99
Tiger Woods PGA Tour: £29.99
The Urbz: Sims In The City: £29.99
Wario Ware Touched!: £29.99
Zoo Keeper: £29.99

*prices taken from game.uk.com and were accurate at the time of going to press.

CUBE is not responsible for any price changes/errors made by Game, alright!



HANDS ON Accessories

WWW.4GAMERS.NET

DS Extras: includes silver coloured carry case, 1 x screen protector, car adapter, battery adapter, DS game carry case and stylus, earphones.
£19.99



WWW.LIK-SANG.COM

Play-Yan (MP3/MP4 player):
\$89.90 (roughly £48)

Dual Screen Protectors:
\$9.95 (roughly £5)

Carry Bag (blue, grey or black):
\$16.95 (roughly £10)



WWW.NINTENDO.COM

Official DS AC Adapter:
\$15.00 (roughly £8)

Official DS Stylus (Set of 3):
\$6.99 (roughly £4)

Official DS Battery:
\$15.00 (roughly £8)

Official DS Wrist Strap:
\$3.95 (roughly £2)



TID BITZ



IT'S-A-THQ

THQ has signed a deal with Nintendo that gives the company the right to use Nintendo's intellectual property (IP) in its forthcoming DS games. The deal "grants the Registrant the right to use certain of Nintendo's intellectual property to develop, publish and distribute videogames for the Nintendo DS handheld platform until 25 January 2008 in all countries in the Western Hemisphere (including possessions and territories) in accordance with the terms of the agreement." We're unsure what the IP at this time, although some have speculated that Mario and chums could make an appearance in the rumoured *Tetris* DS game. That's THQ, always making dreams come true.

GAME STARS

Three limited edition DSs were put up for auction at the Sundance Film Festival in a bid to raise money for the Tsunami Relief Fund and the Children's Hospital. "Nintendo DS is already a hot system, but the one-of-a-kind DS units really created a bidding frenzy among the celebrities," said Perrin Kaplan, Nintendo of America's vice president of marketing and corporate affairs. "And best of all, with Nintendo's contributions, two very worthy charities will benefit from their generosity." The celebrity winners included Alan Cumming from *X2: X-Men United* and Jay Mohr, the host of the Sundance Channel's Festival Dailies. Nintendo managed to raise a total of \$23,000 for the two charities.

MILLION DOLLAR GBA-BY

Nintendo is once again rolling in cash with GBA sales figures reaching an impressive four million units in the UK alone since the system's launch in 2001. This success is partly due to the SP's price cut late last year, which saw sales jump by 45 per cent. GBA sales now stand at 14 million units in Europe and with the DS launching this month Nintendo is set for a very profitable Easter. We'd still like our chocolate eggs though, Mr Bunny.

IN LINE FOR ONLINE?

According to a number of reports the DS is going online, as suspected. Apparently a source close to Nintendo revealed that work on an online service for the DS is already underway and that two third-party development companies have already got the DS online. The "source" also suggested that the DS would be able to download/upload data online as well as being able to play games. However, Nintendo has yet to confirm these claims so take the information with a pinch of salt.

GOLDEN OLDIES

Got to pick a pocket or two

AUSTRALIAN-BASED DEVELOPMENT

company, Nocturnal Entertainment (tee hee), is jumping on the retro bandwagon and releasing *Pocket Arcade Classics* on the GBA. Being a new company, Nocturnal doesn't have any franchises to fall back on so instead its game will feature 10 titles



based on popular arcade games from the days of yore. *Pocket Arcade Classics* requires players to explore the game world where they must solve puzzles and complete challenges to unlock the "classic" games. These include *Galhero* (inspired/ripped off from *Galaga*) where you have to shoot "wave after wave of alien attackers", *Copter* (based on/is a homage to *Scrambler*) which involves navigating a helicopter through the 20 obstacle laden levels and *CowJump Adventure* which is a parody/satirical take on the *Super Mario* games, but starring a cow named Mike instead of Mario. As you do.

The other games include *ChipBot* (*PacMan* mixed with *Bomberman*) and



Scavenger Advance (*Boulder Dash/Scavenger* blend). "The Game Boy Advance has a huge library of high quality games already available. It was essential that our first title be something really special to stand out from the crowd," commented Nocturnal CEO Michael Shamgar about Midway's *Arcade Treasures*...no, sorry, Atari's *Retro Classics*... wait... *Pocket Arcade Classics*! That's it. No publisher is signed up as yet but expect to see it hit the shelves later this year. Go retro fans! ■

BOMBERMAN DS

Call me Mr Bombastic, fantastic!

UBISOFT HAS JOINED forces with Hudson Soft Co to produce *Bomberman DS*. Expect more incendiary-based fun and frolics with *Bomberman DS* utilising the DS's unique functions to create a "novel gaming experience" for up to eight people via Wi-Fi. Along with groovy 3D graphics, *Bomberman DS* will star all new enemy characters as well as the old favourites so new comers and returning fans will be well served: "Players will be able to relive the epic *Bomberman* experience with the latest technology... and the unique features of the Nintendo DS handheld console," said Ubisoft CEO Yves Guillemot, probably in French accent (Hey Yves, what's the French for ka-ka-boom?).

Part of the "novel experience" will have the action taking place over both screens, although the touch screen will be used to access the menu. On top of this, *Bomberman DS* will make use of the system's voice recognition technology, so you'll be able to shout commands to help win the game. Presumably yelling 'duck!' or 'get the hell out of the way' isn't what they have in mind, which is a shame. *Bomberman DS* is expected to arrive early in the summer. ■



RISING STAR

Japanese publisher brings eastern joy to the west

NEW PUBLISHING COMPANY Rising Star is releasing a number of games for the GBA and DS over the forthcoming months in a bid to strengthen its position in the European market. The company, which is the love-child of Marvelous Interactive and Bergsala AB, will release classics *Bubble Bobble* and *Space Invaders* on the DS. *Bubble Bobble Revolution* will utilise the touch screen, "offering players the opportunity to interact with the game's vibrant environments in spectacular and innovative ways," whilst *Space Invaders Revolution* will take the original game but include a range of new modes. Rising Star is also publishing *Harvest Moon: Friends Of Mineral Town* which is due out on the GBA in June, plus *Harvest Moon DS* which is expected in November. Uniquely, it plans to release several of the games in Europe before Japan, stating: "Rising Star is a radical new concept for the global interactive entertainment industry – reducing the delay European consumers would ordinarily expect." Shigeki Takeuchi, Rising Star Games' managing director further said: "By removing the gap between Eastern and Western releases, we're giving the... European gamers the titles they crave." Well, "crave" might be pushing it a bit but we're looking forward to seeing *Bubble Bobble* and *Space Invaders* at least. ■



HANDS ON Rumours

FINAL FANTASY
ACCORDING TO FANTSU, FINAL FANTASY IS HARD CREATOR HIRONOBU SAKAGUCHI IS HARD AT WORK DEVELOPING A DS FF GAME AT HIS MISTWALKER STUDIO. ALTHOUGH DETAILS ARE SCARCE, THE MAGAZINE REPORTED THAT THE TOUCH SCREEN WOULD BE USED AND THAT MULTIPAYER WOULD FEATURE HEAVILY IN THE ACTION. ALSO ON BOARD IS HIROO MIYABA WHO PREVIOUSLY WORKED ON FINAL FANTASY X AND FINAL FANTASY TACTICS ADVANCE.

NARUTO: SHINOBI NINJA DAKISESHU 3
TOMI HAS REVEALED THAT THE NARUTO SEQUEL WILL REMAIN AS A 2D SIDE-SCROLLING ACTION GAME. ALTHOUGH YOU WILL BE ABLE TO USE THE TOUCH SCREEN TO SELECT CHARACTERS AND CAST NINJA SPELLS.

METROID PINBALL
SAMUS MIGHT FIND ANOTHER USE FOR HER MORPH BALL IF THIS RUMOUR TURNS OUT TO BE TRUE. EB GAMES HAD A LISTING UP ON ITS WEBSITE UNTIL IT MYSTERIOUSLY "DISAPPEARED" - OOOH SOMEONE MUST BEN TROUBLE.



PRATE BATTLE
ARRRRR ME HEARTIES. ORBITAL MEDIA HAS DEVELOPED A GAME BASED ON A BUNCH OF SCRUVY RIBBED PRATES WHO MUST TRAVERSE THE WORLD OF PURE BLUE IN SEARCH OF TREASURE. RECRUIT 10 PRATES TO AID YOU ON YOUR QUEST, AND DEFEAT THE ENEMIES THAT STALK YOU ON THE HIGH SEAS. PRATE BATTLE HAS YET TO FIND A PUBLISHER.

SIGMA STAR SAGA
ARE RIGS? ARE SPACE SHOOTERS? THEN READ ON. THE HUMAN RACE IS BEING THREATENED BY THE KRIIL WHO ARE POSITIVE THEY'RE NOT SMALL SEA CREATURES, WHO ARE PLANNING AN ATTACK ON SIX INHABITED PLANETS. YOU MUST INFILTRATE THE KRIIL ARMY AND WORK AS A DOUBLE AGENT TO BRING DOWN THEIR FORCES FROM THE INSIDE. THERE ARE SIX ENVIRONMENTS IN TOTAL, WITH OVER 50 "GUN DATA" ITEMS TO CUSTOMISE YOUR WEAPONS AND OVER 20 HOURS OF GAMEPLAY, WITH MULTIPLE ENDINGS TO BRING YOU BACK FOR MORE. SIGMA STAR SAGA IS PENNED IN FOR A SPRING RELEASE.



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TIME MACHINES

Like the Godzilla of the portable gaming world, Nintendo has stomped through the handheld market, leaving the crushed bodies of failed handheld systems in its wake. So how did Nintendo captivate the gaming world and how has it managed to retain its handheld crown after 16 years in the business?

CUBE investigates...

CUBE takes a trip down memory lane to explore the rise (and fall) of handheld gaming through the years

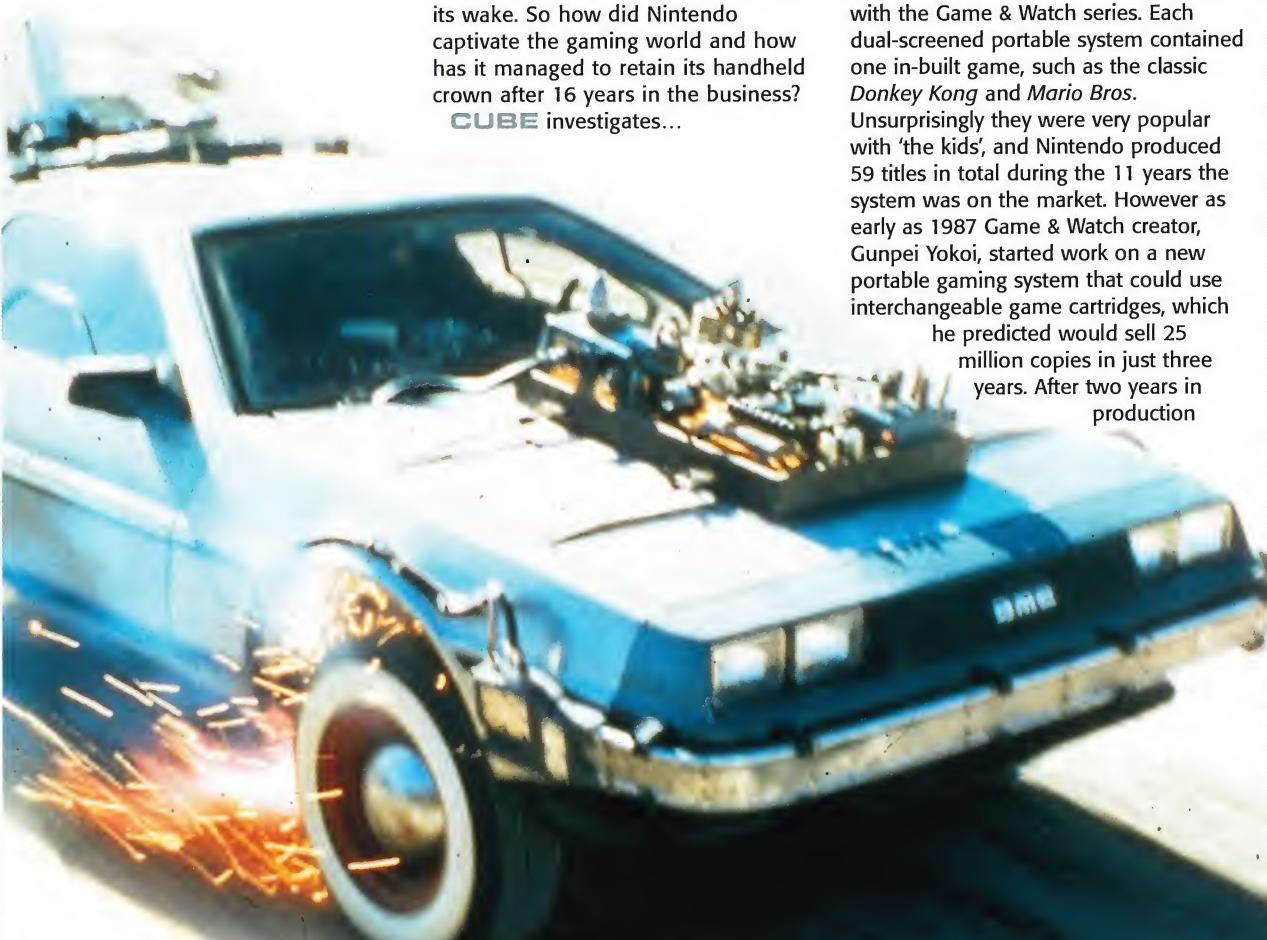
THE MAKING OF HISTORY

1989 might have signalled the true dawn of handheld gaming with the release of the Game Boy, but Nintendo had been producing pocket pleasures since 1980 with the Game & Watch series. Each dual-screened portable system contained one in-built game, such as the classic *Donkey Kong* and *Mario Bros.* Unsurprisingly they were very popular with 'the kids', and Nintendo produced 59 titles in total during the 11 years the system was on the market. However as early as 1987 Game & Watch creator, Gunpei Yokoi, started work on a new portable gaming system that could use interchangeable game cartridges, which he predicted would sell 25 million copies in just three years. After two years in production

Nintendo released Yokoi's system and the Game Boy was unleashed on the world. The rest, as they say, is history.

BATTERIES NOT INCLUDED

One very obvious rule to adhere to when creating a successful handheld system is to ensure that it fulfils its basic function – to be portable. This means that players should be able to use the system regularly without needing shares in Duracell and in this one aspect above all others Nintendo triumphed. The Game Boy, although lacking in certain areas (we'll get to that later) clocked well over 20 hours of playtime on one set of batteries. However, Ninty's competitors were clearly two brain cells short of a low IQ as both the Atari Lynx and the Sega Game Gear drained battery power faster than Dracula could drain a virgin bride, with about four hours of gameplay each (even less if using a rechargeable battery in the Lynx's case.) Both companies saw some improvements on the battery front, with the arrival of the Lynx II in 1991 – a smaller version of the Lynx that had fewer technical hitches and a better battery life, whilst a third-party battery pack extension was released for the Game Gear giving around eight to ten hours of gameplay. Later, companies such as SNK (who released the Neo Geo Pocket Color in 1999 which had a 40 hour battery life) and Bandai (who's WonderSwan, also released in 1999,



GAME ON!

Games that filled our pockets over the years...

GAME BOY:

Tetris
Super Mario Land
Legend Of Zelda: Link's Awakening
Metroid II: Return Of Samus
The Final Fantasy Adventure



in Japan in December and later this month in the US and Europe, but more on that in a moment.

TECHNICOLOURED DREAM

When comparing the Game Boy to the likes of the Lynx and Game Gear, it's often baffling to the casual onlooker why Nintendo's handheld managed to outsell its competitors considering that the Game Boy had a small screen (2.6")

"THE GAME BOY CLOCKED OVER 20 HOURS OF PLAYTIME ON ONE SET OF BATTERIES"

had a 30-40 hour battery life) managed to better Nintendo's Game Boy systems in the battery stakes, especially the later incarnations: the Game Boy Pocket, Game Boy Colour, Game Boy Advance and Game Boy Advance SP, which only had between 10-18 hours of battery life respectively, but by this time Nintendo already had a strangle-hold on the market.

YOU ARE BEAUTIFUL

Whilst the original Game Boy achieved top marks on the power-front, it certainly didn't win any awards for beauty. The bulky grey casing was uninspired and ugly, but compared to the only other handheld system available in 1989 (the Atari Lynx) it was possibly a contender for the next Miss Universe. Although more sophisticated looking with its black casing, the Lynx was massive, requiring the use of three child-slaves to wield it about the place. To say this was an incredibly dumb move on Atari's part would be an understatement, after all the handheld market was predominately aimed at children at the time and given the choice of the relatively compact Game

boy

Can you believe we used to play games like this? We did, and we were thankful!



snugly inside your pocket (well, a fairly large pocket anyway). The system also had the added bonus of being available in a number of colours, such as silver, blue, black, atomic green and red: a move that Nintendo continues to use to great success today with its immensely popular GBA SP range. In fact, the GBA SP's sleek, compact design and range of colours has helped make it the top selling game system across the world, shifting millions of units every year. Last year the GBA and GBA SP sold a combined total of four million units in the UK alone, so it's little wonder that Nintendo's recent competitors such as the taco-shaped Nokia N-gage and the recently launched Gizmondo have struggled.

The only real threat to Nintendo's handheld reign is the beautifully designed PSP, launched

which could only display nasty black and "pea green" graphics while the Atari and Game Gear both boasted bigger screens (3.2" and 3.6" respectively) and colour graphics. On this front the Game Boy was vastly inferior to its two main rivals of the time. The Lynx could display 16 colours simultaneously with 4,096 colours available, whilst the Game Gear could display 32 colours, also with 4,096 available colours, making gameplay more stimulating on the eye. These systems also had backlights – something that the Game Boy didn't have. In fact, Ninty took its sweet old time cottoning on to the fact that people wanted to

be able to see their games. Its first handheld system to have



ATARI LYNX:

California Games
Checkered Flag
Ninja Gaiden
Xenophobe
Lemmings

SEGA GAME GEAR:

Sonic The Hedgehog 2
Shinobi
Space Harrier
Streets Of Rage 2
Ecco The Dolphin

GAME BOY COLOR:

Pokémon
The Legend Of Zelda: OOS
Super Mario Bros Deluxe
Wario Land 3
Metal Gear Solid

TIGER GAME.COM:

Centipede
Mortal Kombat Trilogy
Scrabble
Duke Nukem 3D
Sonic Jam

BANDAI WONDERSWAN COLOR:

Final Fantasy II
Mr Driller
Mobile Suit Gundam Vol 1
Digimon Adventure 2
Gumpey EX

NEO GEO POCKET COLOR:

The Last Blade
King Of Fighters R-2
Metal Slug – 1st Mission
Samurai Shodown 2
SNK vs Capcom

GBA / GBA SP:

Pokémon FireRed
Wario Ware Inc: Minigame Mania
Legend Of Zelda: The Minish Cap
Mario Vs Donkey Kong
Advance Wars 2: Black Hole Rising

NOKIA N-GAGE:

Rayman 3
Worms World Party
Asphalt: Urban GT
Pathway To Glory
Tom Clancy's Ghost Recon

PSP:

Grand Theft Auto PSP
Midnight Club 3: DUB Edition
Ridge Racers
Stacked
Lumines

DS:

Super Mario 64
Project Rub
Wario Ware Touched!
Zoo Keeper
Mr Driller: Drill Spirits

TIMELINE

A brief summary of handhelds over the years

NINTENDO GAME BOY, 1989

Pros: Games (*Tetris*, *Super Mario Land*), relatively small, relatively cheap (\$169 / £90), long battery life.

Cons: Ugly grey casing, monochromatic, small screen, no screenlighting.

ATARI LYNX, 1989

Pros: Relatively large colour screen, backlit, multiplayer capabilities, 100 games, 16 bit graphics chip.

Cons: Bulky design, no big game franchise, expensive, short battery life, technical hitches.



SEGA GAME GEAR, 1991

Pros: Sizable colour screen, backlit, good games (*Sonic The Hedgehog*), attractive black design.

Cons: Bulky, short battery life.

SEGA NOMAD, 1995

Pros: Large, colour screen, backlit, good range of games, reasonably priced (around \$200 at launch/£105).

Cons: Hefty, screen tended to blur, released at the wrong time.

GAME BOY POCKET, 1996

Pros: Quite small, good games.

Cons: Same as the Game Boy!

TIGER GAME COM, 1997

Pros: Touch screen, PDA functions.

Cons: Monochromatic graphics, slow/underpowered, lack of quality games, touch screen unresponsive at times, marketed at wrong audience.

GAME BOY COLOR, 1998

Pros: It's a Game Boy! In colour! Pokémon games, variety of colours available, backwards compatible.

Cons: No screenlight.

SNK NEO GEO POCKET COLOR, 2000

Pros: Colour screen, great fighting/puzzle games.

Cons: Lack of money supporting system, limited genre of games.

BANDAI WONDERSWAN COLOR, 2000

Pros: Designed by Game Boy creator's company, small, could be used horizontally or vertically, colour screen, good games (*Final Fantasy IV*, *Gundam/Digimon*).

Cons: Delay getting onto the market responsible for lack of interest.



backlit

screen was the Game Boy Light, which was released after the Game Boy Pocket in 1996, but only in Japan. The rest of the world had to wait until 2003 and the launch of the GBA SP before they could see what was going on. Equally, Nintendo was incredibly slow on taking up colour graphics, waiting until 1998 before releasing the Game Boy Color. During that time there had been the Atari Lynx/Lynx II, Sega Game Gear and the Sega Nomad, all of which had colour graphics. Still, colour handheld gaming was a late bloomer for a number of companies with the likes of

packaged the Game Boy with the superbly addictive *Tetris*. Designed by the Russian

mathematician Alexey Pajitnov, *Tetris* was originally an arcade game (ironically manufactured by both Atari Games and Sega in 1988) but was ported onto the Game Boy after Nintendo realised the game's potential. It was a move that paid off as *Tetris* was loved by all who played it, be they man, woman, young or old, giving Nintendo an edge over its competitors who did not have a similar "killer app". Later that same year, Nintendo also released *Super Mario Land* sealing its position as the market leader in handheld gaming. Players simply loved Mario, and by the time

"BY 1989 THE FAT PLUMBER HAD ALREADY SECURED A DEDICATED FAN-BASE"

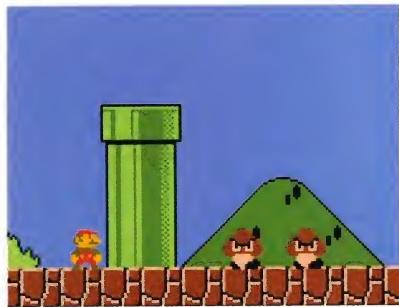
the Tiger Game.com (released in 1997) and the WonderSwan (released in 1999) using monochromatic graphics, although the WonderSwan Color was quickly released in 2000 when Bandai realised that black and white graphics just weren't cutting it in the modern, technicolour world.

IT'S IN THE GAME

So how was it that Nintendo managed to keep the Game Boy series in business when it was so far behind the rest of the pack in terms of graphics? The simple answer is games.

From the off Nintendo had the competition nipped in the bud when it

1989 rolled round the plump plumber had already secured a dedicated fan-base who jumped at the chance to play with Mario on-the-go. Sadly, Atari had no such franchise to fall back on and despite releasing a massive range of games during its lifespan, such as *Xenophage*, *Steel Talons* and *Checkered Flag*, the majority of people simply did not want to play these titles when *Mario*, *The Legend Of Zelda* and *Metroid* were up for grabs. However, Nintendo faced some competition from arch-rival, Sega, who had a mascot of its own – Sonic the Hedgehog. Like the gaming equivalent of *West Side Story*, the gaming community was divided down the middle with Mario fans on one side and Sonic fans on the other, so when the Game Gear was launched in 1991 fans of the spiky blued-haired one were delighted. In all Sega released 16 *Sonic* titles on the Game Gear and Nomad, including *Sonic The Hedgehog 2*, *Sonic & Knuckles* and *Sonic Chaos*. But concerns over the Game Gear/Nomad's battery life, their cumbersome designs, Sega's delay in entering the handheld market and the dwindling support for Sega's home consoles meant that the company was unable to persuade its fans to continue to buy its handheld systems



Don't just stand there Mario! Use your big, fat arse to kill them!

and eventually had to bow out of the race. All wasn't lost for Sonic however, as he later resurfaced on SNK's Neo Geo Pocket Color and Nintendo's Game Boy Advance... now that's irony, despite what that hippy Alanis Morissette said.

It wasn't all a bed of roses for Nintendo though as during the mid Nineties interest in the Game Boy series diminished, although the Game Boy Pocket helped somewhat. However, in 1998 Nintendo's position in the handheld market skyrocketed with the release of *Pokémon Trading Card Game* on the Game Boy Color. Although *Pokémon* had been around since 1996, its popularity didn't reach fever pitch until 1998 thanks to the launch of the *Pokémon* television series in Japan in 1997. Poké-fans snapped the game up in droves and to this day *Pokémon* games remain chart topping titles, with *FireRed/LeafGreen* still selling millions. Other systems, like the Neo Geo Pocket Color simply could not compete thanks to its rather limited spectrum of games (the NGPC tended to focus on fighting and puzzle titles) and with a fanbase that stretched back for 20 years, Nintendo had the market sewn up... until now.

TWO TRIBES GO TO WAR

Today, Nintendo faces its biggest threat to date with the launch of Sony's PSP (PlayStation Portable). Released in Japan on the 12 December, the PSP has been selling steadily over the last four months and recently, for the first





time since the systems were released, has overtaken the DS in terms of weekly sales. Not that Nintendo has much to worry about – the DS sold an estimated 2.8 million units at the end of 2004 and Nintendo expects to see a similar response when the DS is launched in Europe this month. At just £99.99 and with 15 launch games priced between £19-£29, this estimate seems highly plausible.

Still, the PSP certainly can't be ignored, as it's a nifty bit of kit and with the PlayStation brand it's already got a strong position in the market. Weighing only 280g and roughly the size of an average hand it's certainly compact and its casing is attractive and very well designed with a 4.3" LCD screen that can display wide screen images, and has over 16.77 million colours at its disposal. The PSP also has a number of other features including the ability to play movies and music as well as being able to go online, which is all well and good if you're looking for a multimedia system. But if you're after an



innovative game system then the DS is the leader of the pack with its unique dual screen system that enables players to view a game on the top screen and control it using the bottom touch screen or with voice-activated controls using the inbuilt microphone, heralding a totally new approach to gaming.

However, the DS and the PSP are very different machines, attracting very different markets. The PSP is aimed at the older, male game fanatic who is just as interested in technology as he is in games. The DS, on the other hand is aimed at everyone – the casual or hardcore gamer, young or old.

WORLD OF UNION

So is it possible for the two systems to succeed in the market? Should it always be the case that one system survives and another gets lost in the bog of eternal crapness alongside the Virtual Boy and Peter Andre? In our opinion there is room for the two systems to coexist. After all, there are three main consoles on the market (GameCube, Xbox and PS2), which are

"IN OUR OPINION THERE IS ROOM FOR THE TWO SYSTEMS TO COEXIST"

all surviving as they all appeal to different audiences. The GBA SP, DS and PSP also appeal to different audiences – Nintendo obviously knows this, or it wouldn't have created the DS in the first place. Also the other systems failed, not because there was a desire for choice, but because they were either poorly designed, lacked a good range of games, came out at the wrong time, or the companies simply didn't have enough money to plough into the project. Launching and marketing a new system is incredibly costly, and few companies have been able to come up with the dough. This isn't the case for Nintendo or Sony



Can you beat 3,481,320 in Time Attack? If you can tell us! We'll be impressed.

however, who were on equal footing from the start. So what can each system offer over the other? The DS's

universal appeal means Nintendo can corner the female demographic, something that the White Paper stressed was vital to the games industry. The strength of the Game Boy brand suggests that Nintendo will keep its dominant position in the handheld market despite the PSP's appealing multimedia functions, although Sony's top position in the console market certainly gives it a boost in the handheld race. So once again we're left on even ground suggesting that the two systems can easily survive in the market with substantial but differing appeal being the key.

TIMELINE

continued

GAME BOY ADVANCE, 2001

Pros: GBA – GC link up, GBA-GBA link up, 32 bit processor, colour LCD screen, backwards compatible, great games, relatively cheap, show up to 128 sprites, range of colour casings.
Cons: No screenlight, lack of support for GBA-GC link up.



GAME BOY ADVANCE SP, 2003

Pros: Frontlit, sleek compact design, range of colour casings/designs, backwards compatible, great games, cheap (£69.99), GBA-GC link up.
Cons: Lack of support for GBA – GC link up. Losers.

NOKIA N-GAGE, 2003

Pros: Triband phone and a games system, XHTML browser for online gaming, radio/MP3, colour graphics.
Cons: Stupid shape, no discernible identity, difficult to insert games (under battery!), expensive, limited range of games, no big game franchise.

NINTENDO DS, 2004

Pros: Dual screens, touch-screen, Wi-Fi, in-built PictoChat, backwards compatible, quality games (*Super Mario 64 DS, Wario Ware Touched!* etc), strong third party support, universal appeal, good graphics (N64 standard).
Cons: No online capabilities (yet!).

SONY PSP, 2004

Pros: Plays MP3s, movies, games, large 4.3" screen, online capabilities, excellent graphics, relatively lightweight, PlayStation brand, good selection of games, strong third party support, affordable price.
Cons: Few technical problems with button responsiveness, small catalogue of games currently available, relatively short battery life.



MARIO KART DS

Aren't we the lucky ones...



AT ONE POINT during the Nintendo DS Touch! Conference (about 50 minutes into the marketing tedium) we really thought that the entire event was going to be nothing more than a price announcement. Luckily for us there was a reward of sorts for our attention: the chance to be the first journalists in the world to see *Mario Kart DS* and its eight-player Wi-Fi mode in action. The presentation saw eight people take to the stage, including NCL president Satoru Iwata, in order to show off the aspect of the game that will no doubt guarantee its popularity. Even at this early stage the hardware was able to recognise the other units and get the race up and running inside of 30 seconds. Phew!

As for the game itself, Nintendo has opted to take the game back to its roots. There isn't even a hint of *Double Dash!!* here, and all the karts are single seat affairs. Bizarrely though Nintendo has chosen to create the game in full 3D and the result is something which isn't as attractive as we were hoping for. The low polygon-count characters make us wonder why Nintendo didn't use rendered sprites like it did with *Mario Kart 64*. The entire reasoning for

doing that was because the N64 couldn't reproduce eight sufficiently detailed characters without slowdown. Maybe Nintendo thinks because it's on a small screen we won't notice – silly Nintendo. Anyway...

The top screen is where all the action takes place. You can use the stylus to steer your vehicles but we all know that steering with the stylus will never be any good (or you will once you play *Ridge Racer DS*). The touch screen shows you a top down version of the map complete with character faces and real time weapon trails which will hopefully make things a little less frustrating if you're leading the race. Spiky shells indeed.

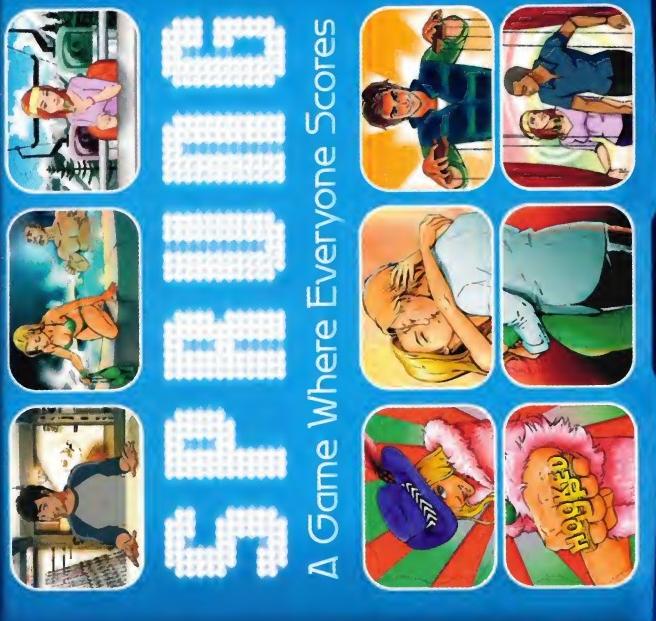
The game plays really well and runs smoothly, but that's not the point. It looks a bit sketch at the moment and it hardly fits in with Nintendo's "innovate or die" line. How about having an icon flash up on screen (*RE4* style) at which point you blow/shout to dodge a red shell. Come on guys... you can't deliver the graphics on the DS so you've got to innovate the gameplay. Meanwhile we'll be waiting, waiting to just before the third beep for the turbo starts. Watch the sparks fly.



WE SAY...

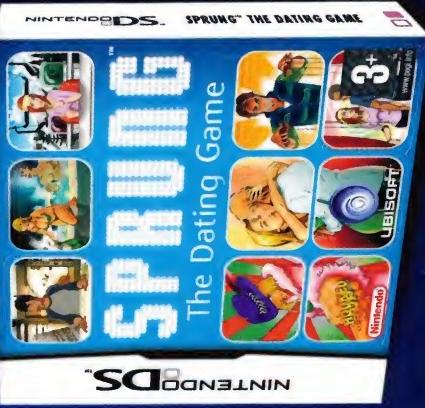
Although it doesn't look quite as good as we'd hoped, it still plays like *Mario Kart* should, and that's the most important thing.





A Game Where Everyone Scores

DOUBLE THE DATING



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DOUBLE THE SPEED



DOUBLE THE ADVENTURE



www.pegi.info

SUPER MARIO 64 DS

Mario's had a nip and tuck, and boy, does he look good

HANDS ON INFO	
PUBLISHER:	NINTENDO
DEVELOPER:	NINTENDO
PLAYERS:	1-4
DUAL SCREEN	3
MICROPHONE	N/A
WI-FI	3
TOUCH SCREEN	3

IT'S BEEN FOUR months now and we're still gob-smacked that we've finally got a portable version of one of the greatest platformers ever made in the palms of our hands. Thanks to Mario and his mini-games, we now look at the world through a new set of eyes – eyes that are constantly looking for new places to sneak in a quick game of Bob-omb Squad whenever Miles isn't looking.

Forget all the arguments about the game's clumsy control methods, all three options work perfectly (after a bit of practice) and become as natural as breathing. Granted, the multiplayer game is rather lame and the new levels lack the same loving care that made the original N64 worlds so much fun to play through, but these a minor quibbles. We've played *Super Mario 64* to death and yet we're still hammering away at the DS version like gamers possessed. Maybe it's because Luigi, Wario and

Yoshi give you new ways to explore old levels, or it could be down to the fact that the game still looks wonderful and is even better to look at on the DS's sharp screens.

Ultimately, though, it's the mini-games that add so much to *Mario 64* DS's longevity. While many of them are

rather simple and limited to play, there are more than enough classics to ensure that you'll be returning to the likes of Bob-omb Squad, Wanted and Shell Smash long after you've completed the main game.

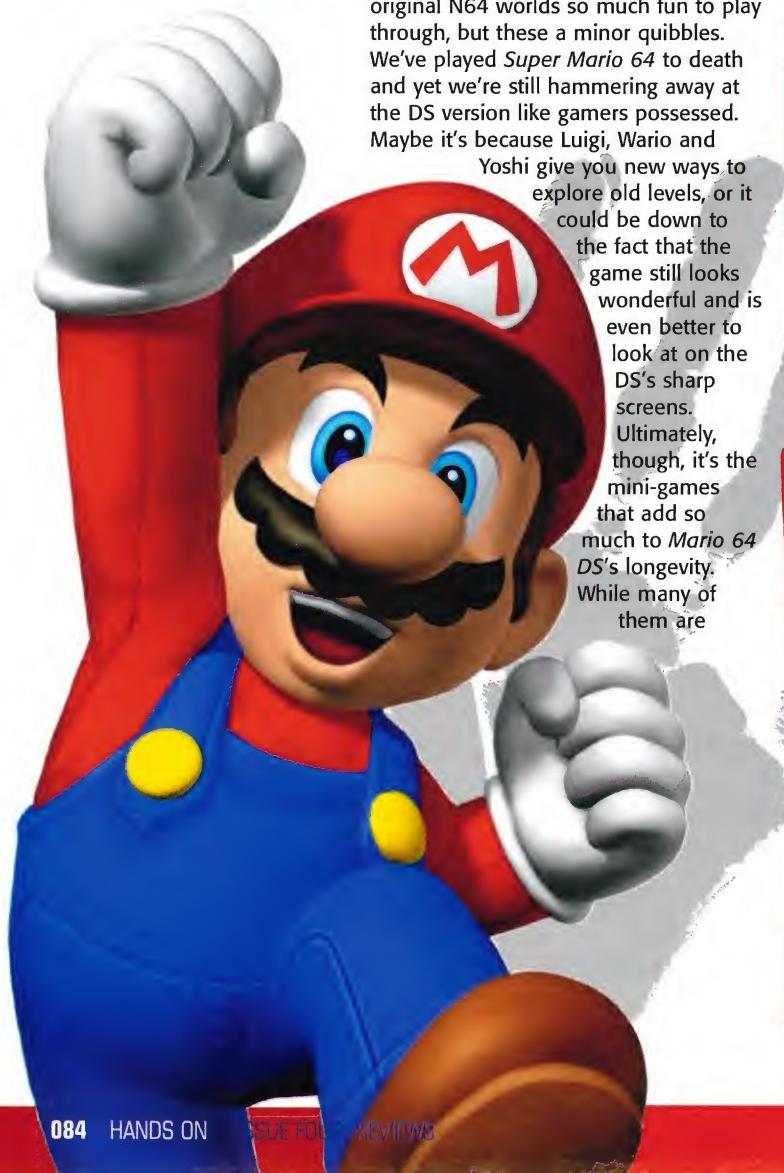
While it's easy to dismiss *Super Mario 64 DS* as a cheap cash-in, this really isn't the case. Nintendo has taken a classic game and added plenty of depth and variety to ensure that it's worth your cash. It may not utilise the DS's capabilities in the same way that *Wario Ware Touched!* or *Project Rub* have managed, but it's still the best launch game that's currently available.

HANDS ON Verdict

GRAPHICS
Absolutely superb and hasn't been sullied by age or wrinkles.

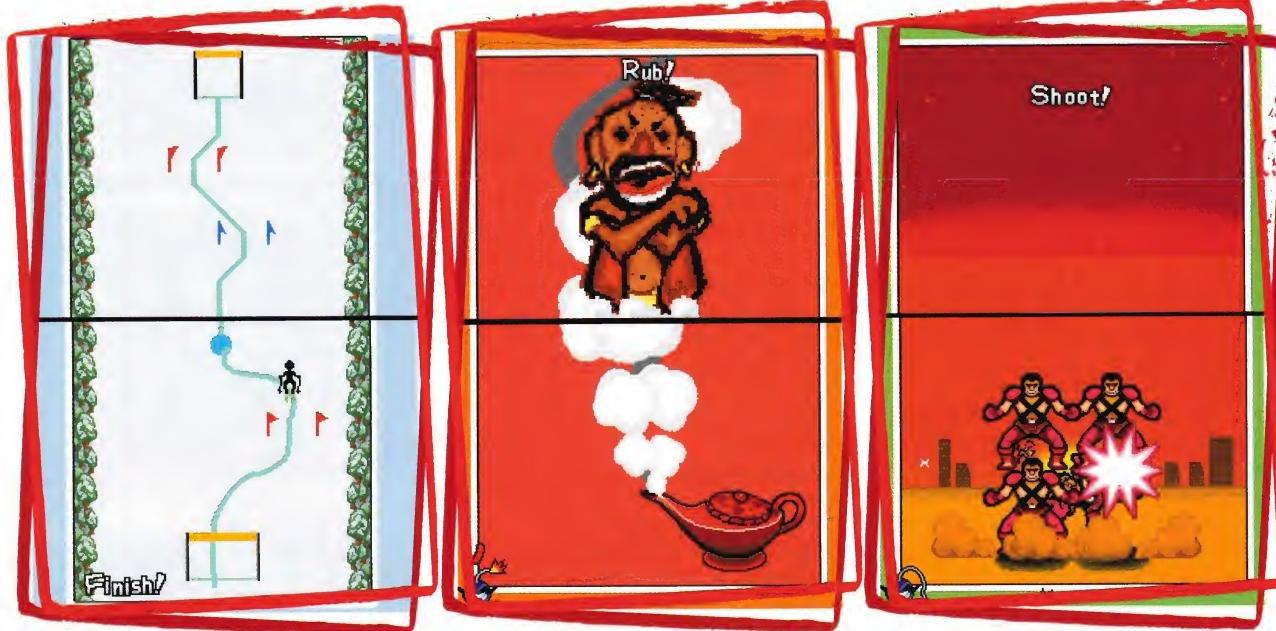
AUDIO
All your favourite tunes are back and sound as good as ever.

FINAL SCORE
9.3



WARIO WARE TOUCHED!

"You spin me right round, baby right round"



HANDS ON INFO	
PUBLISHER:	NINTENDO
DEVELOPER:	IN-HOUSE
PLAYERS:	1-2
DUAL SCREEN	THUMBS UP
MICROPHONE	THUMBS UP
WI-FI	THUMBS UP
TOUCH SCREEN	THUMBS UP

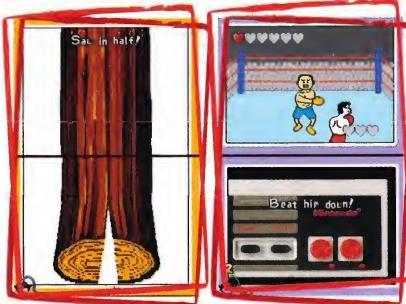
WARIO WARE INC was like a breath of fresh air when it first appeared on the GBA and even the fairly basic GameCube version couldn't dampen our enthusiasm for the quirky series. When we got our hands on the Japanese version of *Wario Ware Touched!* earlier this year, it blew our minds and seemed perfectly at home on Nintendo's new handheld.

While many of the mini-games had evolved from the previous title, there

were plenty of new ideas that proved Nintendo has lost none of its brilliance when it comes to creating unique, stand-alone games. Whether you're blowing as hard as you can into the mic, or frantically rubbing away at a roll of toilet paper you'll constantly have a wide smile on your face. Games are all about having fun, and in the case of *Touched!* there's bellyaching laughs to be had by the barrel load. Superb presentation, incredibly quirky visuals and extremely impressive audio are all part and parcel of the *Wario Ware* experience and *Touched!* is thankfully no different.

The new categories of games are extremely easy to pick up and you'll quickly find yourself making progress and unlocking all sorts of crazy mini-games. Not being able to skip the long cut-scenes is still rather annoying, but at least you can actually understand what's going on now. Being able to play the English language version at last is a godsend and finally allows you to understand the few games you weren't too sure on. It's like being finally able to scratch a part of your body that you couldn't previously reach. *Wario Ware Touched!* is the perfect showcase for the DS, it's utterly unique to the system, makes great use of the DS's abilities and is wonderful to

play. What more could you possibly want? Just remember how silly you look playing it in public, though not as silly as someone playing on an N-gage.



HANDS ON Verdict	
GRAPHICS	As stylish as you'd expect from the <i>Wario Ware</i> line. Off the rack!
AUDIO	Fantastic use of audio and some great spot effects throughout.
FINAL SCORE	
9	0

POLARIUM

One line puzzle,
56 line review

INFO	
PUBLISHER: NINTENDO	
DEVELOPER: MITCHELL CORPORATION	
PLAYERS: 1-2	
DUAL SCREEN	
MICROPHONE	N/A
WI-FI	
TOUCH SCREEN	

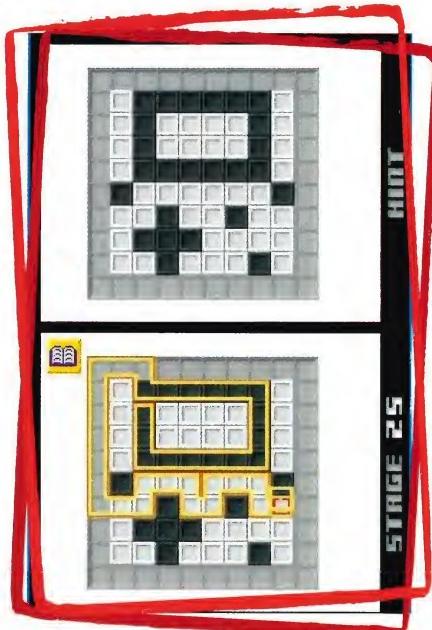
HANDHELDS HAVE ALWAYS been a strong platform for puzzle games, so it's no surprise the DS already has its share of portable brainteasers.

Unlike *Mr Driller*, *Zoo Keeper* and *Puyo Pop Fever*, which are simply variations on tried and tested formulas, *Polarium* is a brand new title from Mitchell Corporation that's incredibly simple in theory, but devilishly addictive in practice. It's also ridiculously addictive, and while the controls take a while to get used to, you'll soon get the hang of it and be flipping tiles like a gamer possessed. Each puzzle consists of black and white blocks, with the aim of the game being to make all the blocks the same colour (which in turn makes them disappear). Simply trace over some white blocks with the stylus, then remove it to flip them to black (and vice-versa for the black squares). Sounds easy doesn't it? Well, the problem here is that you have to draw a single line to achieve your goal, something that starts to become very tricky, very quickly.

In Challenge Mode blocks continually drop from the top screen and must be deleted on the DS's touch screen. As the difficulty ramps up, you'll find

yourself hastily drawing new lines in order to clear the ever-falling blocks. Fortunately, it's possible to draw outside the main playing area in order to reach blocks that would otherwise be inaccessible. It's a wonderfully fresh idea that continues with the excellent Checkmate mode where you have to complete a pre-determined puzzle in one single move. Complete it and you can move onto the next puzzle (of which there are 100). Fail and you have to restart, but with your last route displayed on the top screen. As the levels progress you'll encounter some real head-scratchers and will continually find yourself flipping between black and white in order to complete each task. Add to this an excellent two-player mode (which sees your completed blocks being added to your opponent's screen and you have another absolutely essential puzzle game for Nintendo's new handheld.

Forget about *Polarium*'s visuals and sound as they're both awful. Instead just satisfy yourself with the fact that the DS has another great puzzle game that's just about as addictive as they come.



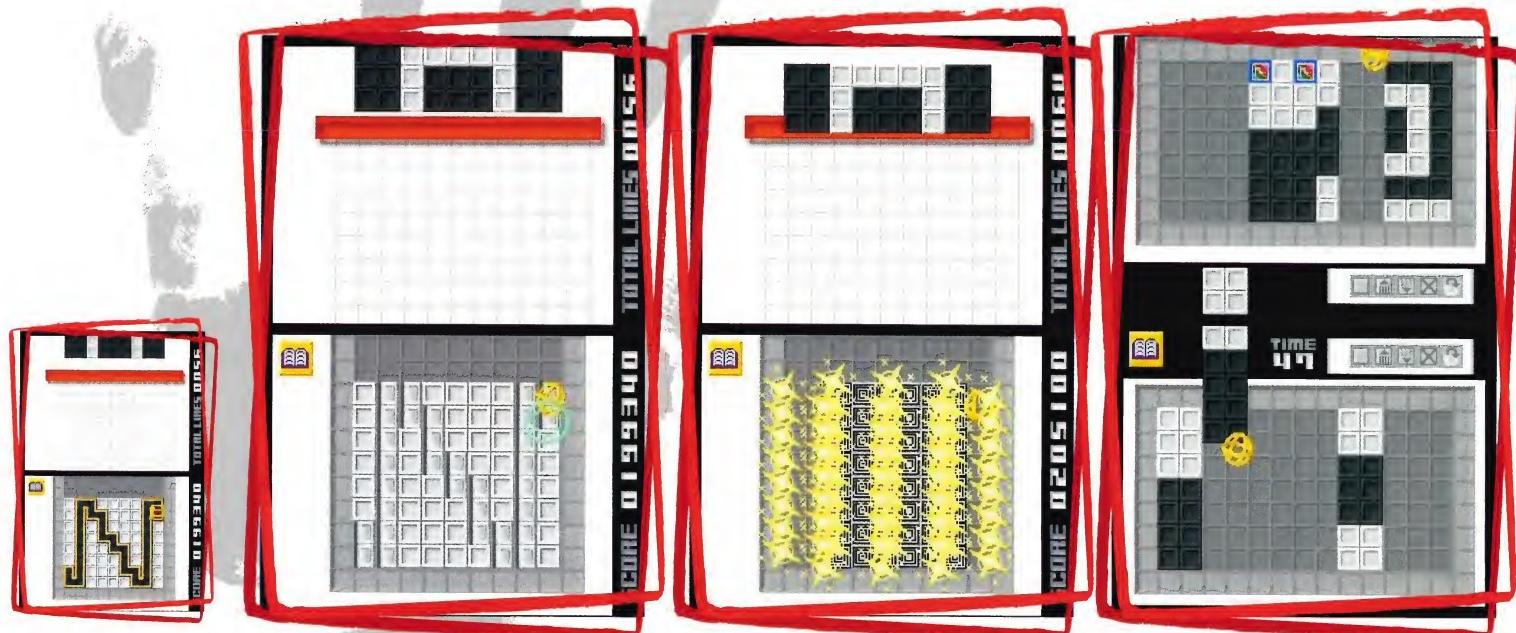
HANDS ON

Verdict

GRAPHICA Extremely basic and bland. Fortunately it doesn't really matter.
AUDIO An annoying dirge that will quickly have you reaching for the volume control.

FINAL SCORE

8.0



ZOO KEEPER



ONE THING WE'VE learnt over the years is this: if your head starts pounding like a caffeine junky after one too many double espressos and your retinas are scorched with images of cute pandas and bunnies, you've been playing a game for far too long. Which is a sort of compliment to *Zoo Keeper*. The game is incredibly addictive. *Tetris* addictive even, thanks to its very simplistic premise. Simply line up three or more matching animals to "catch" them for the zoo keeper. Keep doing this until the timer runs out or you have an epileptic fit. Either's good.

The game features a number of lovable cartoon animals, like a panda, a giraffe, an elephant, a lion and a bunny, whom you have to collect for your boss,

the Zoo Keeper. He's a mean old coot though, and doesn't mince his words if he doesn't think you're up to scratch, which you won't be initially as *Zoo Keeper* requires a certain Zen-like state of mind in order to keep up with the pace in later levels. Things are made a little easier with the inclusion of Lucky animals (which change after each level up) that add extra time to your meter, and a flashing token that clears the screen entirely of one species of animal.

As well as being addictive, *Zoo Keeper* is one of the few titles out there that really maximises the touch screen's possibilities. In fact the whole game is played on the touch screen, which is good in one sense as there's no way you could keep up with the pace if you had to fiddle about with D-pads and buttons, but it does make the second screen redundant.

Another fault of *Zoo Keeper* is that it's a one-trick pony. Despite having a range of modes (Normal, 2P Battle mode, Tokoton, Quest and Time Attack) you're essentially doing the same thing over and over again: lining up animals in a row. Still, the other modes do offer some challenge, such as Quest mode where you have to do things like achieve

The animals went in three-by-three, hurrah, hurrah

HANDS ON INFO

PUBLISHER: NAMCO
DEVELOPER: NSTC
PLAYERS: 1-6

DUAL SCREEN

MICROPHONE

WI-FI

TOUCH SCREEN



seven chains in a row, or Tokoton mode where you have to collect 100 of one type of animal before you can level up. The best mode however, has to be the 2P Battle mode where you compete against a friend via Wi-Fi and download function. The game comes into its own here and offers hours of vindictive fun. That said, *Zoo Keeper* isn't for everyone. It's quite childish in style and limited in its gameplay but if you're a puzzle fanatic then this should be at the top of your "to get" list.

HANDS ON Verdict

GRAPHICA
Very cute, with attractive pastel tones and adorable cartoon animals.

AUDIO
Turn it down! TURN IT DOWN! Gah! The music is truly awful.

FINAL SCORE

7.1

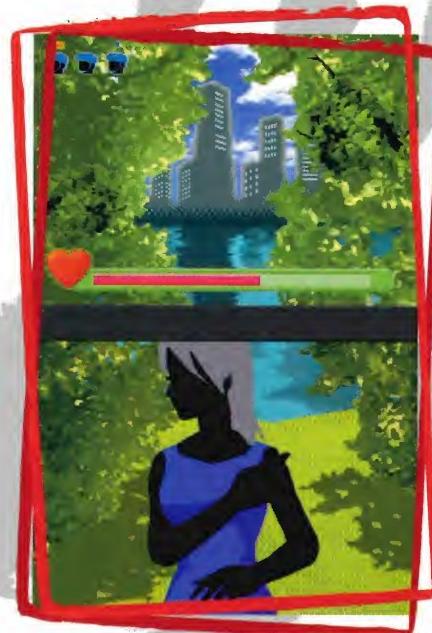
PROJECT RUB

Brand new name, same old game

HANDS ON INFO	
PUBLISHER:	SEGA
DEVELOPER:	SONIC TEAM
PLAYERS:	1
DUAL SCREEN	THUMBS UP
MICROPHONE	THUMBS UP
WI-FI	N/A
TOUCH SCREEN	THUMBS UP



FEEL THE MAGIC summed up Sonic Team's first DS game perfectly and gave a clear indication that it was something a little different from the norm. Sadly, it's not something that Sega Europe agreed with and as a result, everyone's favourite Rub Rabbits game now has a new title for the European market.



Fortunately, while the name may have changed, everything that made the game so enjoyable to play in the first place is still very apparent. The wonderfully put-together cut-scenes are incredibly stylish and perfectly set the game's mood, while the quirky sound and unusual visuals look as fresh now as they did upon its US release. Having said that, times have changed and while *Project Rub* is still an enjoyable game to play, there is a worthier title that now demands your attention, namely Nintendo's *Wario Ware Touched!*

Now that we've experienced the magic of *Wario*, *Project Rub*'s 30 mini-games simply aren't enough for us. There's no doubt that many of them are superbly designed and make great use of the DS's capabilities, but once you've completed them, there's little reason to return. Sure, there's an incredibly tough hard mode to play through once the game's completed and unlocking all the different costumes will take an absolute age, but it's the lack of improving on each sub-game that really grates. There are only 10 difficulty levels to each unlocked game and once they've been

beaten, you'll have little incentive to return to *Project Rub*. If it held the same secure niche that it did when it was launched in America, we'd recommend it without hesitation. However, when it's competing against a title as superior as *Wario Ware Touched!* You may want to think more carefully before picking it up.

The title is also stupid. Really. What was wrong with the original name, and who decided this one was better? These are the kind of mysteries we'll never see solved.

HANDS ON Verdict

GRAPHICA
Some of the best looking on the DS, wonderfully unique.

AUDIO
Incredibly quirky tunes complement the onscreen action perfectly.

FINAL SCORE

7.3



ANOTHER DAY, ANOTHER Nintendo 64 port to play. This time, it's *Rayman 2: The Great Escape* (released November 1999) that gets the Nintendo DS (released March 2005) treatment. Here's some maths for you – that's six years between the original release and its handheld update. Does it survive the test of time? Barely.

Calling *Rayman DS* an update is generous. In fact, it's an outright lie. Play spot-the-difference and you'll only notice two things separating this from *Rayman 2: The Great Escape* – a shorter title and touch screen controls. One of them doesn't work and sadly, we're not talking about the snappier title. Look at the screenshots and you'll see a small touch screen pad that you have to press to move Rayman about. *Super Mario 64 DS* had a similar system that worked well thanks to the lenient level design and razor sharp definition of the controls. The accuracy is a lot fuzzier here and when you combine it with the fiddly jumps and platforms, it's not long before you're scampering back to the safe, welcoming arms of the D-pad. The touch screen controls never really recover after the early onslaught of narrow ledges.

Here's some more maths for you. Take *Rayman DS*, subtract the touch

screen controls, add a disappointing multiplayer mode and you're left with an identikit port of *Rayman 2*, which in itself is just another collect the stuff, fight the baddies platformer. While it's not a particularly bad game and the cute level design ensures little hands get some fun from the *Rayman* experience, bigger hands will find *Rayman DS* tiresome and uninspiring. And why shouldn't they? This is just *Rayman 2* with a battery life and provides no reason to get excited about a six-year-old port. That's one thing you don't have to be good at maths to figure out.

HANDS ON INFO	
PUBLISHER:	UBISOFT
DEVELOPER:	UBISOFT
PLAYERS:	1
DUAL SCREEN	THUMBS UP
MICROPHONE	N/A
WI-FI	THUMBS UP
TOUCH SCREEN	THUMBS UP

HANDS ON Verdict

GRAPHICA The artist likes his greens and browns a little too much for anyone's liking.
AUDIO The usual bouncy, sugary, lively, playful, poppy and yes, annoying collection of tunes.

FINAL SCORE

6.0

RAYMAN DS



Rayman
Depressing

SPIDER-MAN 2

Look out – here comes the Spider-Man

HANDS ON INFO	
PUBLISHER:	ACTIVISION
DEVELOPER:	VICARIOUS VISIONS
PLAYERS:	1
DUAL SCREEN	THUMBS UP
MICROPHONE	N/A
WI-FI	N/A
TOUCH SCREEN	THUMBS UP



FORGET THE FACT that the actual *Spider-Man 2* is already long gone – it really doesn't matter. As a launch title for the DS this is one of the better efforts. Certainly not one that guarantees itself a place in the haloed 'Must Buy!' category, but Spidey fans at least will have fun with it. Conversely though, it's a good example of the lazy attitude certain developers have towards the DS and lets itself down in several key areas. Areas that really shouldn't be an issue this early in the DS's lifetime.

For most of the time *Spider-Man 2* is your typical side-scrolling platform affair combined with varying amounts of punchy-kicky action. This isn't so bad considering how silky smooth the visuals are (despite a lack of detail in some places – the backgrounds are lovely, but the main sprites are a bit too muddled to see properly), although things do get a little tiring once you realise that most of the levels consist of the same tasks: finding key items (usually either innocent civilians or bombs that need to be defused) and whupping arse with your basic array of attacks. Naturally, Spider-Man has a variety of special attacks as well but

these are limited until you unlock more... and that's the game's first real problem. With the various goals on each level leaving such a narrow margin for error, it's incredibly difficult to achieve those elusive A grades needed to unlock new special moves, leading to a large amount of frustration. A slight reduction in the difficulty level would have been nice, especially since the game is obviously aimed at the younger market.

That the game doesn't quite throw away the opportunities presented by the DS's twin screens and touch functionality is pleasing at least, although having a selectable menu for Spider-Man's special moves most of the time is a bit lax. It's only when other situations arise, such as using the touch screen to defuse bombs or defending yourself during special sections of a boss battle that things liven up a bit, but these are fairly few and far between.

As it stands, *Spider-Man 2* is a game worth buying if you've a) got spare cash and b) gone through all the truly decent DS titles already. Otherwise, you might want to leave it on the shelf for someone else.



HANDS ON Verdict

GRAPHICS	Nice and smooth, but lacking in detail in some places, like the face.
AUDIO	Voice samples and some good music create the right atmosphere.

FINAL SCORE

7.2

Swinging through the streets of Manhattan, no silly pizza delivery this time though.



THE URBZ: SIMS IN THE CITY



DAMN YOU, EA – could you have been any lazier in bringing *The Urbz* to the DS for launch? That you've pretty much thrown away any advantages that the dual screens or touch functions could have offered (besides an interactive menu system – now there's innovation for you) is bad enough, but to just port over the GBA version and make a few little tweaks in order to brand it as a new title... that's just rubbish!



That the handheld version of *The Urbz* has more than enough flaws in it already is a bad start with a distinct lack of balance making its presence felt right from the very beginning. Make no mistake, this isn't *The Sims*. Rather than viewing your own microcosmic creations at work, rest and play, *The Urbz* is a mission-based adventure game that involves you playing out thankless tasks and generally talking to other people a lot. And we do mean a lot.

Not that you'll be able to chat for long, of course, as you've got to tend to your own character's needs as well – the general looking after that everybody requires, from sleep and hygiene to feeding and entertainment. Again, in *The Sims* this worked really well as you could watch them go about their business but in *The Urbz*, the whole system just gets in the way of trying to advance through the rest of the game. You'll be in the middle of talking to someone or carrying out a mission and suddenly 'Bing!' – you'll need the toilet, want some food or need to be entertained. This wouldn't be an issue if the balancing was right, but it's not. Your character's need-o-meters drop at an alarming rate and as the places to refill each one are limited during the early stages of the game, you'll be running back and forth to take a slash, clean yourself off or have a quick nap so often

that it ends up getting in the way of any actual progress.

The DS version of *The Urbz* isn't just a lazy conversion, but it's not much fun to play either – a double whammy of problems that put the game at the bottom of the pile as far as launch titles go.



HANDS ON Verdict

GRAPHICS
Identical to the GBA version in every way – very, very lazy.

AUDIO
Nothing special, with annoying Sims talk that gets repetitive.

FINAL SCORE

6.6

If you're not going to try, don't bother at all

INFO

PUBLISHER: EA
DEVELOPER: IN-HOUSE
PLAYERS: 1

DUAL SCREEN
MICROPHONE
WI-FI
TOUCH SCREEN



MR DRILLER: DRILL SPIRITS

It's a BIT good.
Drill bit. You see?

INFO	
PUBLISHER: NAMCO	
DEVELOPER: NAMCO	
PLAYERS: 1-4	
DUAL SCREEN	
MICROPHONE	N/A
WI-FI	
TOUCH SCREEN	

POP QUIZ HOTSHOT. What do space levels, Dristone mode, single cart multiplayer, a tote bag and rumours of a secret character called Usagi have in common? The answer is all these things are in Japanese *Mr Driller: Drill Spirits* but not in the European version.

Actually, hold on. That's not a pop quiz. That's a scandal!

Call it scandal, call it time constraints, call it what you will, we'll just call it lazy. It's also a disappointment, when *Mr Driller: Drill Spirits* has his first real chance to drill his way into the gaming mainstream. Think of this as a reverse *Tetris* – destroying blocks instead of building them – and you can see the appeal *Mr Driller* has.

Pressure Driller is the most fun, as you have to drill to escape from the top screen's Earth Destroyer Drill (it's just a big drill with a scary name). Dual screen lends itself perfectly to the vertical nature of *Mr Driller*'s puzzle gameplay and unlockable characters keep the experience fresh. Also new is the

option to tap the screen with the stylus to make Mr Driller drill. It doesn't work under the pressure of later levels though and comes across as an artificial way of forcing the touch screen into the gameplay when the D-pad and button set-up works fine.

Mr Driller: Drill Spirits is undeniably a great game but stripped of the various bells and whistles the Japanese version enjoyed, it doesn't score as highly as the import did. You can't carelessly remove



integral modes such as Dristone and single cart multiplayer without expecting to hit a major organ. In this case, the lacklustre conversion treatment has taken a big chunk out of *Mr Driller*'s big, stupidly coloured, cartoonish heart. Good but could have been much better.

HANDS ON Verdict

GRAPHICA

Colourful, full of pizzazz (dictionary says this means "an attractive and exciting vitality").

AUDIO

The usual plummy, spicy, jumpy, spiteful, boinging and yes, annoying collection of tunes.

FINAL SCORE

7-0



Touch Me

Talk To Me

Stroke Me

Project Rub™

**Vomit Goldfish
For Me**

**Balls For Me
Poke Spiky**

**Squid For Me
Make Cats**

Welcome to SEGA's utterly weird world of Project Rub, the insanely addictive game where you'll have to flick, blow, poke, stroke and rub your way into your girl's affections. With 30 increasingly bizarre love matches, from poking balls to vomiting goldfish, you'll have to use the power of touch, voice and even your breath to bring the game to its climax.

Fall weirdly, wonderfully in Rub Love

Developed exclusively for the Nintendo DS. A game to really show off your hardware.



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DAIGASSO! BAND BROTHERS

Thought Donkey Konga was the last word in rhythm action?

INFO	
PUBLISHER: NINTENDO	
DEVELOPER: NINTENDO	
PLAYERS: 1-8	
DUAL SCREEN	
MICROPHONE	
WI-FI	
TOUCH SCREEN	

SADLY OVERLOOKED AT the DS's Japanese launch, *Band Brothers* is a superb rhythm action game that makes good use of the machine's unique abilities and offers a great indication of things to come. All the in-game action takes place on the top screen, while the bottom is used for occasional note inputs and displaying the majority of *Band Brothers'* options.

Unlike *Donkey Konga*, which gave you a paltry four notes to master, *Band Brothers* is the complete opposite. Granted, it starts off incredibly simple with just three different inputs – touch screen, D-pad and face buttons – to worry about, but by the time you reach the incredibly tough Pro mode you'll be able to create over 30 different notes and do some serious rocking out. However, these later levels come at a cost, namely practice, and lots of it. While it's possible to progress through *Donkey Konga* with very little effort, *Band Brothers* requires a keen ear, dexterous fingers and great concentration if you want to master it.

This may sound like a chore, but the well constructed tunes (ranging from the likes of Deep Purple's *Smoke On The Water*, to classic Nintendo medleys) means you'll want to replay the same track over and over again. When you take into consideration that each song (of which there are 32) has up to eight different instruments to master, it's safe to say that *Band Brothers* will keep you busy for ages.

If you do get tired of the tunes on offer, then why not make your own? You can either create tunes via standard notation (very tricky given the huge amount of Japanese text there is to wade through) or simply hum into the microphone and then play it back, genius. Lastly is the ability to link up with seven other players to do some serious jamming – all from one cartridge as well. It's a little tough and the midi tunes are rather lame, but if you're getting bored of the simplistic *Donkey Konga*, *Band Brothers* is a more than worthy alternative.



HANDS ON

Verdict

GRAPHICA
Functional would be the best way to describe *Band Brothers*.

AUDIO
The midi roots are a shame, but there are some superb tunes on offer.

FINAL SCORE

8.9

YOSHI'S TOUCH & GO!

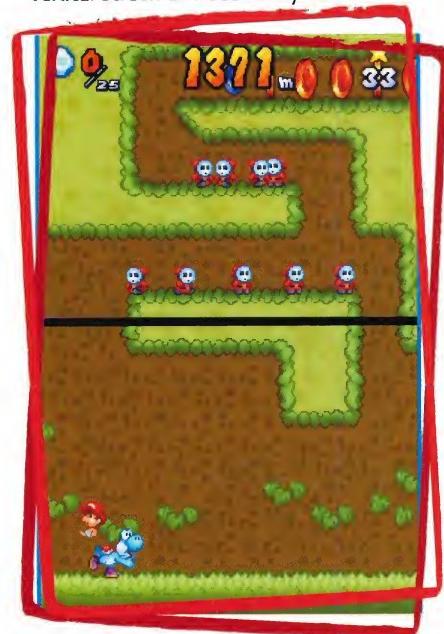


EVER SINCE YOSHI'S *Touch & Go!* was first revealed we've been desperate to get hold of the finished version, and here it is. In our hands. Finished and everything, and its even better than we expected. Hurray! Milkybars are on us! Anyway, before Miles has a mental and asks why we've yet to mention anything about the game, here goes...

Yoshi's Touch & Go! is a game of two halves. The first is played down the vertical screen and sees baby Mario

falling to the earth below. It is up to you to draw clouds to steer him towards the coins/stars or away from enemies. You can also draw circles around objects to encase them in a bubble to earn extra points. If you get to the ground safely, Yoshi meets you and leads you into the second stage. In this section (which runs horizontally like a traditional platformer) you need to help Yoshi throw eggs at his enemies, collect coins and avoid falling down chasms by drawing more clouds for him to walk on. This isn't as easy as it sounds, as many enemies and coins lurk on the top screen so you need to guess the eggs' trajectory in the hope that it hits something on the top screen when released. Similarly, the clouds can be blown away by the wind so Yoshi can easily fall to his doom if you're not alert. For that matter, the clouds can be made to dissipate entirely by blowing over the microphone, handy if you get a little stylus happy and end up trapping Yoshi in some sort of cotton-wool hell.

This is the basic premise of *Yoshi's Touch & Go!*, although the four single-player levels offer different challenges. In the first section you need to rack up the biggest score possible whilst in the second you simply have to get as far as you can without dying. Other challenges include saving baby Luigi from the Shy Guys, a time challenge plus a Vs mode. Not convinced? Well there's more.



Go, Yoshi, go
go go, Yoshi
be good

HANDS ON INFO

PUBLISHER: NINTENDO

DEVELOPER: IN-HOUSE

PLAYERS: 1-2

DUAL SCREEN

MICROPHONE

WI-FI

TOUCH SCREEN

Each level alters depending on how well you did on the first "baby Mario" stage. If you collected a lot of coins then you get different coloured Yoshis in the next stage, which have more eggs at their disposal, although the levels get more difficult the better you do. Getting a high score also requires a bit of practice, as you need to master combination moves such as encasing a Shy Guy and several coins in one bubble to get a bonus score.

Yoshi's Touch & Go! is a fine game that utilises the DS's functions incredibly well. It's easy to pick up, although it takes a bit of practice to master, and the style has appeal for all ages. It does get samey after a while but it's great in small bursts.

HANDS ON Verdict

GRAPHICA

Typical Nintendo really. Polished, colourful and nicely rendered. Top notch stuff.

AUDIO

Good quality sound effects and pleasant enough music, although hardly award winning stuff.

FINAL SCORE

8·6

Control Stuff with THE Microphone

"Run!"



work that jaw!



LEFT-Right

LEFT!

Jump Jump

"Jump"

Scraaaaaaaah!!!!!! eeee!

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BROWN
BEASTIE'S

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"Right"



"Dance"



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CUBE

ISSUE FORTY THREE



YOUR LETTERS

VIEWPOINT

098 No letters from readers proclaiming undying love for Nintendo this month. Just some abusive ones. And a drawing. It was rubbish.

The screenshot shows the "VIEWPOINT" section of the magazine. It includes a header, several columns of text from readers, and a sidebar with links like "GET IN TOUCH", "EMAIL", "LETTER", and "SMS TEXT". There's also a small image of a character and a "DS VS PSP ETA ASAP" section.

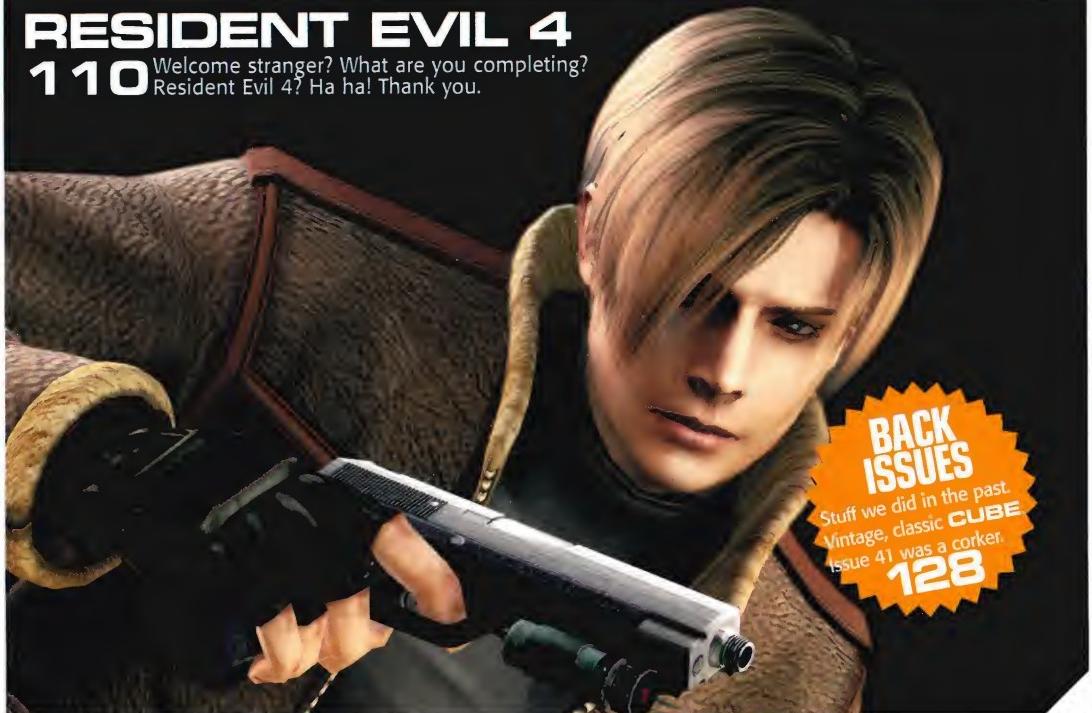
FORUM FRENZY

102 A fine example this month of how threads generally turn to nonsense.

GUIDES

RESIDENT EVIL 4

110 Welcome stranger? What are you completing? Resident Evil 4? Ha ha! Thank you.



REGULARS

You're nearly at the end of **CUBE!** Here, we use experience points from previous pages and level up!

CHEATING MONKEYS

106 We trod on Cheating Monkey #2 recently. We didn't mean to. He was just sat there looking daft.



FORUM FRENZY

102 "Ahhh, Sammie Jo" says Tim, gently double-clicking on sammiejo.jpg every half-hour.

BEAT THE WORLD

104 It's been slow this month. The Petterson brothers are probably hibernating in Sweden. Or dead (we hope not!).

ACTION REPLAY

108 This page doesn't make much sense if you don't own an Action Replay, go buy one kids!

THE DIRECTORY

122 However, these pages do! Stories of pasties, elves and wife beatings. A bit like Thursdays.

NEXT MONTH

130 "Say... what to look forward to next month but make it more exciting," suggests Miles. No.

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CUBE

VIEWPOINT

ISSUE FORTY THREE

THE LETTERS PAGE THAT WOULD HAPPILY SACRIFICE INNOVATION IF IT MEANT MORE THIRD PARTY SUPPORT

More racism, more moans about Nintendo, a couple of whines about CUBE and loads of Australians – it can only be this month's letters!

GET IN TOUCH

You've got no excuse not to get in touch with CUBE. We're always waiting to hear from you, because we love you!

EMAIL

To be sure they land in the right place, aim your emails at CUBE@paragon.co.uk

LETTER

CUBE, Highbury – Entertainment Ltd, St Peter's Road, Bournemouth, BH1 2JS

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We've got an exclusive SMS text service sponsored by Orange. Simply text us your question or comment on 07866 620761.

PHONE

Call the CUBE team any time between 4pm and 6pm weekdays on 01202 209335.

FAX

Or you can send your letter to us by fax on 01202 299955.

FRONT PAGE

SHINE GHETTO

The main reason I'm writing this letter is to add to the racism in videogame argument. Well not add to it, but contribute my opinion, you get the idea. I find the views of those who are complaining about the lead character in GTA: San Andreas being black, absurd. I have loads of black friends who have been complaining about all the videogame characters being white. Then GTA: San Andreas comes out and a lot of people, (black and white) complain that it is putting black people in a bad light.

If you ask me, the developers Rockstar are just trying to be realistic. The majority of gangstas in 'da ghetto' of LA are black, and I believe they needed a fresh character from the flowery shirt wearing Tommy Vercetti. I think a member of the CUBE team hit the nail on the head when they said 'would you base your judgement of anyone you met in real life, from a videogame?' Maybe not, but sometimes games, films, cartoons can influence your judgement. Were you really terrified to go

into the water before Jaws? At the time GTA: Vice City was released, (I don't know why I keep referring to GTA, it's just a good example) no white people that I know of were angry that white people were being shown in a bad light. No matter what type of game or genre it is, it's bound to offend someone. There might be a few short fat Italian plumbers somewhere that are suing over Mario.

BEN GRIFFIN, 16, HERTFORDSHIRE

CUBE: More likely that Nintendo would sue any fat Italians who had the audacity to become plumbers.

FOX FAN 4 FRIEND

If anyone wants to talk to me there, my name is j-dog7, and on IGN you can find me floating around the Star Fox boards under j-dogdog. Yeah, I'm a HUGE Star Fox fan.

TINA RYDER, VIA EMAIL

CUBE: Tim's very interested.

OZ-TRACISED

I was sitting on my bed reading Issue 38 (we get your mag late here in Australia so bear with me) and I noticed something: on the page where you have the release dates for all the cool new GCN games coming out you have the US, Japan and the UK, but no Australia! Even though the GCN system (PAL) is the same, the actual release dates aren't so would you be kind enough to put in a short column about the Aussie release dates. Also, could you tell me when Zoids: Battle Legends (US) is going to be released on the PAL version of GameCube so I only have to pay import price rather than that and another \$50 Australian for Freeloader.

Another thing, when is the DS going to come out in Australia, keep me posted. One more thing, it really stinks having this great mag two months late so I want to get it quicker. Will it help me to get a subscription or won't it make much of a difference.



DS VS PSP ETA ASAP

Today I went into a games shop near me and in a display cabinet, they had both the DS and PSP side by side. The PSP was switched on and had Ridge Racer running on it, whereas the DS was running a copy of Mario DS. When watching the two handhelds side by side, I couldn't help but feel as though Nintendo were going to sadly yet finally, lose their dominance in the handheld market. The graphics from the PSP looked amazing, whereas the DS looked like it was under-performing on the graphics front with its 64-bit images. I however am a seasoned gamer and know the true genius of the DS, but this display box with both consoles side by side hit home an important message: the PSP is more mass market friendly. The wide screen, graphics as well as the multi-

media capabilities which the PSP is capable of, all add up to make the console a formidable opponent to Nintendo. Don't get me wrong, I wasn't fooled by the lure of the PSP though it was pretty convincing, it's just that standing next to the DS, the PSP looks like a more mature, adult piece of kit where as the DS looked like a childish kids toy. This is how the mass market will see it, me on the other hand, like quality games and as such will go for a DS, the same I don't feel, can be said for the general spending public.

TUNDE BOYE-THOMPSON, VIA EMAIL

CUBE: We've got loads of reaction to Nintendo's European launch plans elsewhere this issue but yeah, side by side, aesthetically the PSP wins hands down.





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EX-CLUSIVE

I want to talk about the whole *Resident Evil 4* not being exclusive issue. I think that the only reason Capcom has done this is because it is worried about lack of sales from *Resident Evil 4*, which you can't blame it for being worried about. I know Capcom will sell loads but of course it has this worry and won't take a risk. Still people are upset about the game being multi-format (I know I was) but remember it happens to all consoles. *Splinter Cell* Xbox, *GTA* on PS2 and now it's Nintendo's turn with *Resident Evil*. When it gets released and outsells every game on the planet, Capcom will keep all games exclusive to Nintendo and we will all live happily ever after, well all us GameCube owners anyway.

JAMES ANDREWS, WILTSHIRE

Just one of thousands of devoted readers (mind you I pay \$12 for it every month so thank me).

NATHAN STAVRIDIS, VIA EMAIL

CUBE: *Subscribing is the best way to ensure you get your copy as soon as possible. Unfortunately it's hard enough to pin UK release dates down and the PR departments over here have nothing to do with Oz. We could ring the Australian offices but we'd have to get up far too early. The DS, as we're sure you know by now, will be out by the time you read this. As for Zoids... no idea whatsoever.*

RPGEE UP

I read your magazine every month and I always note that a lot of people write about RPGs – well this is the exception. Cut a long story short, it's a *Final Fantasy* moan.

When I was younger I always wanted to play on my older brother's FF games on his PlayStation, but he always completed them himself then sold them. When I got older I took action and found

PS I love *Animal Crossing*, I need a sequel and I am willing to wait a couple more years for that one, so Nintendo take your time.

CUBE: *There's no PS2 date yet but you can rest assured it will be a good few months down the line. Though we doubt that Capcom would go for the whole Nintendo exclusivity deal thing, as there's loads of money to be made off PS2 users – even if the game will look less impressive on a less powerful machine. But at least the guys on PLAY will eventually get all our "What are you buying?" jokes. They just look blankly as we cease over in laughter after replying with "Dunno, what are you selling?" then we explode with mirth.*

copies of the older ones on the NES and on the SNES, and I played them all. Then I played them more... then more and more and – you get the idea.

When my brother finally let me play on one of his ones, the sequel to X and damn, did it suck! It was like some form of bimbo brigade and they seem to have gone down the road of "good graphics make out game GREAT! Stuff the gameplay!" (the graphics still aren't the best). I have say my favourite games at the minute are *Tales Of Symphonia* and *Paper Mario 2* and I'm really looking forward to *Baten Kaitos* and *TimeSplitters: Future Perfect*, the new *Star Fox* game looks good too.

SAM WAGSTAFF, LEICESTER

PS If you want another good example of bad American dialogue there's a manga cartoon called *The Slayers*, my brother and I always watch the Japanese version with the subtitles on the DVD, cos the American voices just sound lame. Also some of them are the same voice people off *Pokémon*, it sounds like.

CUBE: *So at which point was your letter the exception again?*



Bimbos? No way! Yuna, Rikku and Paine kick ass!



LIKE MOTHER...

I read your CUBE mag Issue 34 on how Nintendo was at the bottom in the land down-under. My husband Harold and I have been

fans of Nintendo, we have the original box, the Super, the 64 and the GC, the original still works, three Game Boy Colors and a GBA SP. I'm also writing because I would like to know if it was possible for Nintendo to create a pinball game for the GC. *A Lord Of The Rings* pinball game with four players, I do have ideas and I put it down on paper, I can't draw for toffee, but hey, you guys have excellent artists.

MRS LORRAINE SOUTH, AUSTRALIA

LIKE SON

Hi CUBE, I'm Harold G South, I'm 13-years-old and 14 on 9 June. I have a Nintendo GameCube, my games are: [he listed his games, please don't do this – Tim]. My favourite are *Metroid 1* and *Metroid 2*, the hardest was *Metroid 2*.

I buy your magazines and in Issue 38 there was a DVD and it had footage of *Metroid Prime 2*, that DVD is not the same as my game as it said "Mission Complete" when I defeated the Emperor Ing, the Ing ruler and Dark Samus. Would it be possible if you could send me an Action Replay cheat system for my birthday, but I can't pay for it, my family is a little low on money. Please?

HAROLD G SOUTH, AUSTRALIA

CUBE: *You married your mum?!*



STROLL ON

Hello, I read your magazine every month and it rocks! But I have a complaint. I don't often do this but all I can say is that if I wanted to read the guide to *Resident Evil 4* I would have bought one! You slightly spoiled the beginning of *Resident Evil 4* for me and I'm sure a few others, are you going to release the rest in the next issue?

I think it's cool doing spoilers on some games but not long and avidly awaited games like *Resident Evil 4* because there are a lot of *Resident Evil* fans out there that would like to find out about Resi for themselves not have some magazine do it for them as Resi is a game you have to actually play yourself, it isn't right, sorry to moan, but THIS MAG RULES.

SONNY PHILLIPS, BRIGHTON

CUBE: The walk-through we printed of the first section is such a tiny portion of the game. Literally 20 minutes out of 25 hours. There's plenty more to see, don't worry.



Some spoilers are more subtle than others.

IMPORT DUTY

I love reading Viewpoint, last month, January, I read about Lee from Birmingham being totally ripped off. I got my DS for £140 with delivery and *Mario 64 DS* from Liksang.com. It came four days after I ordered it and it really rocks. I have 145 stars, I'm missing five of the secret stars.

After reading your preview of *Resident Evil 4* I decided to head to Liksang to see how much it was and, to my great surprise, it was only £32 with free delivery. I have now got it and it is completely amazing, the action just doesn't stop. I have been playing for hours and my jaw hurts from the amount it has hit the floor. I had never thought of importing before but now I'm going to do it loads. Where do you import from?

Tim is the most negative person ever but apart from that he is really funny, not as much as Chandra, but who is?

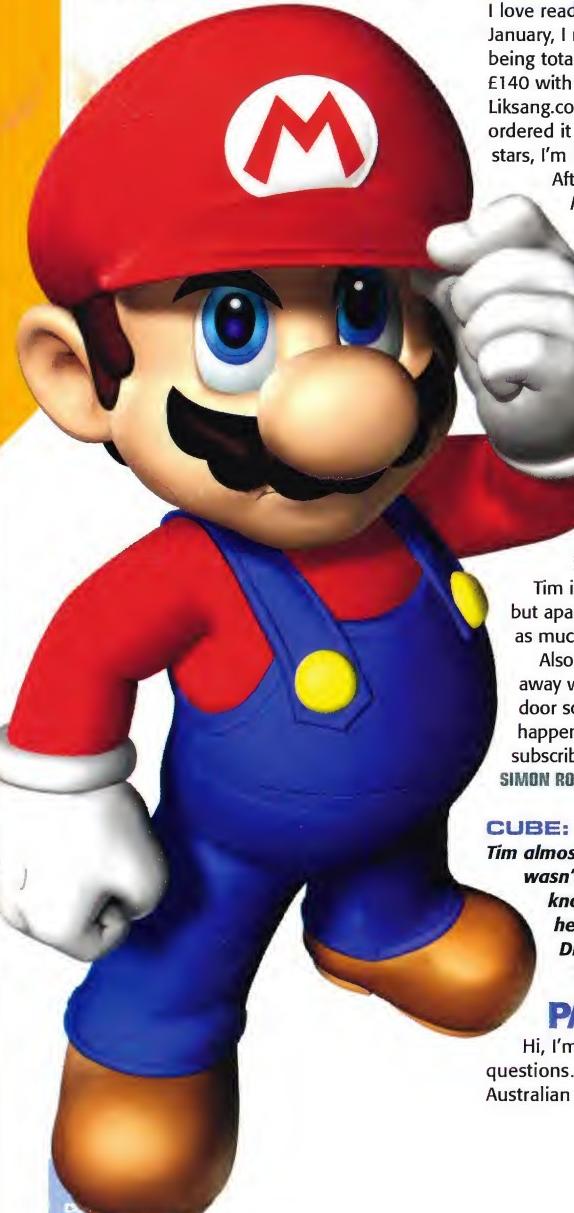
Also two of the free DVDs you give away with the mag have come to my door scratched, which sucks. Has this happened to any of the other subscribers out there?

SIMON ROCHE, 14, LINCOLNSHIRE

CUBE: We use www.jpngames.co.uk. Tim almost cried when you said he wasn't as funny as Chandra, you know? For scratched discs call the helpline number on the On The Discs pages.

PANTASY STAR

Hi, I'm just writing to you to ask some questions... for starters, do you know an Australian release date for *Phantasy Star*



YOUR MAMA

Thanks so much for printing my letter in Issue 41! As you may have guessed it's me again, Howard Philpott! Okay, I've got *WWE Day Of Reckoning*, and I'm stuck on the last level on it when you are against Undertaker in an Ironman match. I adore this game and I think it may not be as astonishing as *Metroid Prime* but I have to say it's an extremely fun game! Oh yeah, I wanna say that *WWE Day Of Reckoning* is a 16+ and *Resident Evil 4* is a 15+ and I'm not allowed that? Mums are confusing! But we all love our mums. I've played the *Killer 7* game on the Japanese site and it's a bit odd but cool...

Let me win the *Donkey Kong: Jungle Beat* competition to make up for not being allowed *Resident Evil 4*.

HOWARD PHILPOTT, 11, DROITWICH SPA

CUBE: For goodness sake why is your mum letting you play a 16+ game? Letting kids watch under-dressed, sweaty men will cause havoc with their lifestyle decisions in later life.

HUMOURLESS

Hello, today I went to my local newsagents to pick up this month's copy of my favourite Xbox magazine. Sadly, the shop didn't have any more in stock, so I looked around for something else to read. I saw *CUBE*. I remembered that I do actually have a GameCube (as well as a Dreamcast) under my TV alongside my Xbox, and that I did in fact need a source of finding out which GameCube games (if any) were worth buying this year. Truth be told, I bought a GameCube just a few months ago to play the exclusives that stand out from the crowd, but since buying those seven or so games nothing else has sparked my interest. Compare that to my 35 games on Xbox and 65 games on Dreamcast... and I'm not saying the GameCube can't do better, in fact I love it and it's a great piece of kit, but the quality games are really scarce! Anyway, I bought your magazine and took it home.

I've only read a few pages but already feel compelled to write. Firstly your attempt at defending Nintendo's stance on online gaming. You try to make out online gaming is somehow inferior and that it should not be missed by comparing scripts and set-pieces of single player games to the real-time interaction of multiplayer games. Multiplayer games are more fun. Killing a mate of yours who you can then take the piss out of is more satisfying than killing an AI enemy. This is fact. Yes, single player games have their plus points, but the fact is that on Xbox I can have the best of both worlds – I can have all the scripts, set-pieces, drama etc etc of single player

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TXT LIFE

We want your text!

LET'S TALK ABOUT THAT



reading the magazine. It feels like I'm 12 again reading Sega Power. This is despite covering what ITV say about gaming being for an older generation than it was 10 years ago – your writing style does not reflect this.

And third, why are the screenshots in your magazine of such low quality? They're either blurred or have horrendous contrast issues – like they are either scanned in or like someone uses a digital camera to take photos of TVs when the games are running.

I am sorry this letter has been so negative. The blatant Nintendo flag-flying on the online subject is what sparked it all off for me.
GARETH JONES, WALES

CUBE: You don't have to like the magazine, that's how you feel, no problem. However if you want to take issue with an article one would suggest you read it with both eyes open and that way you might actually get the point. The piece to which you are referring was simply pointing out that online is not and never will be the be all and end all. Secondly, at no point did it suggest that split screen was better than network play. However, it is a hell of a lot of easier to get four players around one telly than hook up four consoles and four TVs. As for waving the happy Nintendo flag, well I think you would be hard pushed to find a single format magazine as multiformat friendly as CUBE.

MONKEY

Hello, I wrote to you a few days ago having read just a few pages and been appalled by the hideously lame attempts at "humour" in the magazine that were nothing more than pre-teen snide remarks. Having forced myself to read through to your letters section (though I have skipped many pages as the cheese that oozed from them was just too much) and I see the root of this mess. Your readers are around the ages of 11-13! NO WONDER your whole ethos is based around the pubeless! And here am I, used to reading content by 20-somethings, FOR 20-somethings with my Xbox magazine. It's a shame refunds are not given for magazines that are complete toss. No wonder Nintendo is losing the console wars if it aims at the kids – the ones with the money are the adults!

A VERY DISAPPOINTED AND DISGUSTED READER (OF ONE MAGAZINE) AGED 23.

CUBE: Yeah, well saddle up the mule, ma. Slide me some grits, I's got to get me some edu-cation.

UR SO COOL!
CUBE: Draughty round here innit.

I SAW FOOTAGE OF GOEMON ON THE DUD. CAN YOU PLEASE TELL ME WHEN ITS RELEASED?
CUBE: No.

HOW DOES SAMUS SEE CLEARLY THROUGH A GREEN VISOR?
CUBE: Can you see clearly tinted through sunglasses?

YOUR CRAPPY MONKEYS BURGLED MY HOUSE AND TOOK MY DS. CAN YOU GET ME ANOTHER ONE PLEASE?
CUBE: No they didn't. You're using them as convenient dupes to try to get something for nothing. Nothing doing, pal.

I JUST READ IN UR ISSUE 41 MAG THAT A MAN WAS HAVING TROUBLE GETTING HOLD OF GC GAMES I HAD THE SAME TROUBLE TIL I WENT 2 ECLIPSE GAME SHOP AND FOUND THAT THEY HAD QUITE A LOT OF GC GAMES HOPEFULLY THE MAN WHO WROTE IN HAS 1 NEAR HIM.
CUBE: That's what we a like – a little sympathy for the less fortunate.

IN ISSUE 41 ON PAGE 109 THE COMPETITION SAYS THAT THE COMPETITION ENDS ON 30 02 05 BUT THERE ARE ONLY 28 DAYS IN FEBRUARY.
CUBE: You got us there. Wet fish slaps all round.

games, or I can slaughter my mates on *Halo 2*. On the GameCube you have but one of those options. Secondly, you then claim that split-screen multiplayer is some kind of alternative. No. Networked multiplayer is much better for two very simple reasons. First you get full-screen, full-detail images. Split a screen into four and you lose detail and/or frame-rate, not to mention having to squint on a smaller TV. Thirdly is the number of players – four max on split screen, sixteen max on a network, and that's just on Xbox. Get a PC up and running with a copy of *Tribes 2* and you can have 64 players online. We all know you were just flying the Nintendo flag when you wrote this, but please, it's as transparent as a piece of cling-film. When Revolution comes out with online support you'll be banging on about how great online gaming is and how it's the way of the future. The problem is that Xbox owners are living in that future today, and it's a real shame Nintendo have made the wrong choice here. They don't have to force online and make online-only games, but giving the option is the least I would expect from a company that is supposed to be trying to fight (or in an ideal world win) a console war.

My second issue with this magazine is the tone that you use to write to your readers. I'm aware that Nintendo has a reputation for catering for the younger gamer, so maybe Nintendo magazines *need* to be aimed at the same age group? I don't know, but what I do know is that I'm constantly cringing while

EAT ME

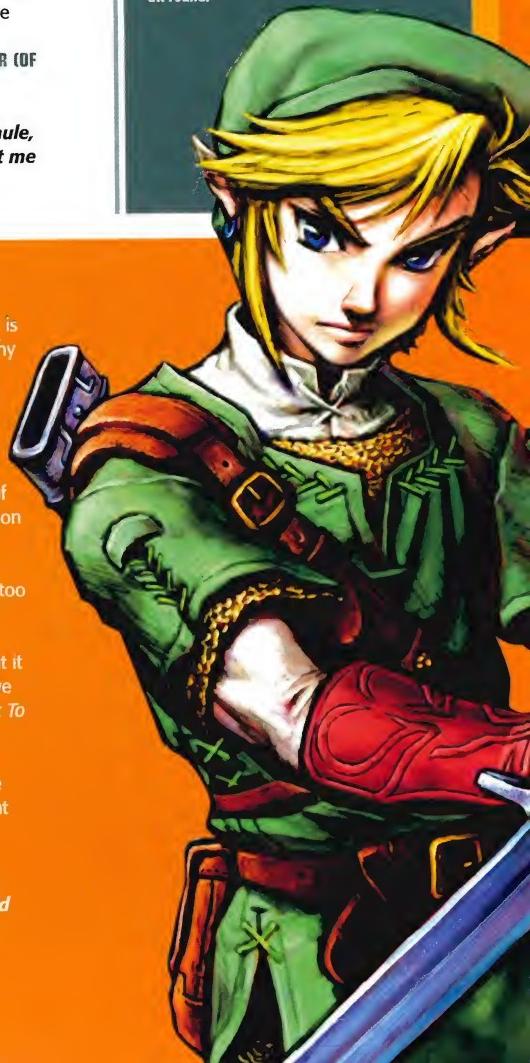
Nothing has ever compelled me to write into your magazine more than the issue of racism. I've tried not to make my email too controversial, but I may have failed. Racism is a word that means hating people of other cultures because of their differences. But, why should everything that involves a foreign person be labelled racist?

A good example of this is *Hitman 2*. The last level was edited to remove you shooting Sikhs. It was, apparently, racist. However, there are hundreds of games that feature you shooting white people, maybe even some in a church, so why should all this fuss have been caused over shooting Sikhs? Games that involved shooting white people were never banned. Sometimes, humans in general, need to learn that some of these things are just realistic. For example, I can imagine a game featuring a black person going mad, and eating people would be labelled racist. But there surely were black cannibals. Yet, a fuss would never be caused about a white person going mad, and eating people. Some people are very over-sensitive. The fact that Lynx is racist is going too far – there is a cartoon character coloured black, therefore it is racist? What about all white cartoon characters? Is that racist too? No – things are going too far.

My second point is about the *Zelda* game for the DS. Everyone was wondering what it was going to be. Well, it was obvious that it was going to have a massive and expansive single-player, and gameplay innovations... but would it be 2D, or 3D? Similar to *A Link To The Past*, or *Ocarina Of Time*? Well, "Guess what?" Nintendo cry, "It's the all new... all conquering... downright fabulous... FOUR SWORDS DS!" Cough, cricket chirps, tumbleweed blows past. A game based around multiplayer. Why? Just why? It could've been a great, all new, expansive quest, but, oh no, what do we get? *Four Swords!* Great idea, Nintendo – that'll shift the DSs – note the sarcasm.

DAVID JOHNSTON, 12, FROM NORTHERN IRELAND

CUBE: To be fair, if any person went mad and started eating people it would probably raise a few eyebrows.



CUBE

ISSUE FORTY THREE



FORUM FRENZY

SOMETIMES HOUNDING PEOPLE for a photograph pays off. First she sent a hideous picture of Dolly Parton, then a baby photo (we've already done that with Rebs and Numpty and they're old so it's allowed) and finally we get this one taken at the Reading Festival last year. See, much nicer than Dolly 'My silicone implants have dried up' Parton. Anyway, games eh? Aren't they class. Oh, yeah.

USER PROFILE...

NAME: Sam
USER NAME: Sinister...
OCCUPATION: Student
FAVOURITE GAME: Zelda OOT



Please comment on why something as irrelevant as gaming plays such an important part in your so-called life: Gaming, though not as important as eyebrows, the worry of turning blue, or even Dolly Parton for that matter, is very useful for distracting yourself from everyday problems. In light of recent media speculation over Dolly's greatest assets (YOU know the score) this rings all the more true. When I am frustrated because deep down I know that in all probability I will either turn blue or lose my eyebrows, I take it out on Ganon, Bowser, or simply hit villagers with my net in Animal Crossing. Rather than causing children to be violent, videogames actually prevent violence in youths.

TOTAL GAMES.net

WHERE IT'S AT!

To find out what all the fuss is about, why don't you check out the forum yourself – if you haven't already. Getting in on the action couldn't be easier...

STEP ONE:

Get yourself online. It's fairly simple – most PCs and Macs these days are internet capable, whether they're at school, college or in the library. Tempted to surf the web at work? Check carefully what your company's internet policy is first – it might be a better idea to go to an internet café. If you're very lucky, you might be one of those people who have a computer at home.

POSTS WITH THE MOSTEST

- 1 *"I held a Koala. It was cute but heavy. Then it peed."*
Dr Kong
- 2 *"Cheryl Tweedy... I bet she loves [cough - Ed]..."*
Fighter O' Foo
- 3 *"I don't know, there are times when you need Motorhead and then times when you need Hawkwind."*
Third Eye
- 4 *"I cut my fingers on the edge of the plastic and got electrocuted, it's friggin impossible!"*
Alastor
- 5 *"I love Nintendo of America and NCL's advertising campaigns, but NoE suck. SUCKY SUCKY SUCK!"*
~Dr. Drake Ramoray~
- 6 *"Learn to read, muppet."*
Garou
- 7 *"Finally, CUBE continue to bum the living hell out of Dr Kong."*
Smokin666

HOT TOPICS...

LIZ'Z SISTER

AND NOW LIZ has her own fan club, following in the great tradition (after Gary and Tim), Liz now has to make a monthly newsletter, badges and hold charity events. It's tough being popular.



HONOURABLE MENTIONS

Freewheelin Franklin for resurrecting the *Furry Freak Brothers*, that guy with the Antiproduct avatar for having an Antiproduct avatar, but best of all Imagonnawin for sending us the motherload – chocolate, a *Reservoir Dogs* video, the Probot album (!), a The Music single, and oddly a Budweiser branded garotte – what a lovely fellow, he can win against us any time.



YESTERDAY'S NEWS...

PSP VS DS

WE KNOW THE PSP has better graphics, we know the DS offers new ways to interact with your games. Is there anything else to bring to the debate? No? Good.



STEP TWO:

Type the following into the net browser window:
www.totalgames.net then click on the FORUM link. This will give you read-only access to the forum. To get in on the fun you'll have to register – you can do that by clicking on the cunningly titled 'REGISTER' icon at the top of the page. Fill in your details, choose a name and then wait for a password to be emailed to you (which will arrive in no time).

STEP THREE:

Er, that's it... Thousands of you have already joined in, so it's obviously pretty simple – heck, even the CUBE team did it.



THREAD OF THE MONTH



The internet is awesome – observe...

Viewing forum: GameCube

Address: http://www.totalgames.net

Live Home Page GameCube Apple iTools Apple Support Apple Store Microsoft MacTopia MSN Office for Macintosh Internet Explorer

Favorites History Search Setup Book Page Header

Author Re: The 'honorable mentions' sections in CUBE

CBUK I haven't read it for a while, or any games mags for that matter so I don't know if it still happens but has any frequent poster on this forum been mentioned in the honourable mentions sections or featured in the pick of the forum threads section at the back of cube?

Jazzem I take it you haven't seen the new look Forum Frenzy. I'll take a pic now...

Mr Party Hat Who else would get honourable mentions, if it wasn't members of the forum?

CBUK I was just asking. There are probably many users who don't get mentioned.

Smokin'666 Local hobos who make the day go by quicker thanks to their hilarious antics.

frazzle sp Wha? I buy CUBE for £4 to see shining examples of what now? People who ask if their name might possibly be in print? It's like a demotion. From being employed to being unemployed. With no pension.

NX-01 I don't believe CUBE is on sale down is Oz anymore... I've had no luck finding it, and damn I wanna see my name in that little box!

lizzypop Guys, we've said it before and we'll say it again. If you want your name to appear in the Honourable Mentions bit then you have to bribe us with chocolate! Send a Double Decker to: Liz Morris, CUBE Magazine, Paragon House, St Peters Road, Bournemouth, Dorset, BH1 2JS *or a bottle of Buckfast if you want to bribe Tim.

Brett128 If I sent a bar of choc from here in Australia, by the time it reached cube it would be a deformed piece of scum or better yet it would be a mars bar.

lizzypop Send me a koala bear then. I like them, they're tasty... (only kidding. They're a little grisly for my taste). In the UK we have a chain of pubs called the Walkabout which serves "Australian" food, such as kangaroo steaks! Now, do you actually eat kangaroo in Australia? I've not eaten it myself, but I hear it's like chicken.

Lewis@CUBE Or Jack Daniels... or your fit older sister who makes a mean cup of coffee and won't sit next to me listening to 80's rock and pretend he's hip...

Tim's Theory Aussies rule! Do you know my cousins Sean and Sarah?

Brett128 Yeah they live around the corner.

Tim's Theory Jaffie Pie!

PrivateRyan And they sell desert burgers. No sand in them though. It was just a chicken burger with strange tasting sauce.

Brett128 Koalas we can't eat them they're endangered, we just either kill them by logging or running them over.

lizzypop Awww, the poor little koala bears Send some over here. I'll grow a Eucalyptus tree in my garden and give them an umbrella hat to protect them from the British weather.

Brett128 Do you know what they're like at night?

PrivateRyan No.

Tim's Theory No.

Brett128 Do you want me to tell you?

lizzypop No, it's okay. I've figured it out...

Brett128 Okay, it would have taken me ages. I'm tired, I think I'm gonna go to bed.

Tim's Theory It's so weird – it's winter here but it's like summer where you are, innit. Ha ha sunny Christmases!

Dr Kong I went to Australia for 6 months, it rocked!

Lewis@CUBE Like a Bon Jovi concert in really rocky place?

PrivateRyan whoop whoop!

Lewis@CUBE I was thinking more of a "squuuuuuuuuuuuuuhhhh duh duh duh duh duh wiggly solo bit"

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Splinter Cell: Chaos Theory © 2005 Ubisoft Entertainment

ABC
27,213
JUL - DEC 2004

BEAT THE WORLD

ISSUE FORTY THREE

RECORD BREAKER

Peter Pettersson picked a peck of pickled peppers, but where are the peppers Peter Pettersson picked? On Tim's desk, that's where...

SIMPLY PLAY ONE of the games listed below (make sure you choose one that you're good at, obviously), beat one of the times/scores, send it in and you'll see yourself in print! It couldn't be easier. Unless you get your mum to do it for you...

RULES SUCK, BUT WE NEED THEM TO MAKE THINGS FAIR:

Prizes won't be given out because none of you deserve any. Not really – it's just there are too many categories,

- Enter as many challenges as you like, because you can never have nuff bragging rights in this world. Or the next.
- Remember the three 'P's: Photos, philms and proof. We want evidence, and it can only take the form of something we can physically share a bed with. So that's no digital pictures, then.
- Don't play the system. You can't beat City Hall. We should know – we tried.

WHAT A PICTURE

WE WON'T BELIEVE IT UNTIL WE'VE SEEN IT WITH OUR OWN EYES

Right, so you've managed to beat one of our challenges. What do you do now? Well, you'll need to get a photo of your accomplishment or, better yet, record the whole thing on video so that we can check it out for ourselves. (Please remember that we can't return any tapes.) Here are some hints for taking the perfect picture:

- Turn off all the lights in your room so that you reduce the chance of reflections on the screen. Also, turn down the brightness slightly on your TV to reduce any glare that the camera might pick up.
- Switch off the flash of your camera - the light from the TV will be more than enough to illuminate the picture, and the last thing you want is to have your photo ruined by flashing out the screen.
- Try to be clothed when taking your pictures. We don't want to see a naked you in the TV reflection. Unless... no, we'll leave it at that.

- Take several pictures, in case you're not very good at something as simple as taking a picture.

Be warned: photos sent by email are NOT acceptable, as they can be easily modified. People that use cheats or NTSC copies of games to get a better score (unless you're entering an import challenge, of course) aren't really very nice, and if you can't trust them with games, what can you trust them with, eh?

YOU'VE GOTTA BE IN IT TO WIN IT!

Once you've beaten any of our challenges and got your proof, you'll need to send it along to us – no proof means no entry, so make sure you post it to the usual address:

I'VE BEATEN THE WORLD, CUBE MAGAZINE,
PARAGON HOUSE, ST PETER'S ROAD,
BOURNEMOUTH DORSET BH1 2JS



WARIO WARE INC: MEGA PARTY GAME\$

Spin the bottle! Woo!

MINIGAME	SCORE	NAME
Bam-Fu	37	Peter Pettersson
Banana Munch	194	Jonas Pettersson
Baseline Bash	33	Liz
City Surfer	30	Peter Pettersson
Crazy Cars	35	Peter Pettersson
Gifted Goalie	33	Chris Jones
Heads Up	22	Liz
High Hoops	29	Liz
Hunny Hurdles	27	Tim
Jumpin' Rope	36	Jonas Pettersson
Pro Curling	30	Jonas Pettersson
Set A Spike	49	Ryan
Ski Jump	33	Liz
Snowboard Slalom	23	Chris Jones
Wrong Way Highway	44	Jonas Pettersson



TONY HAWK'S UNDERGROUND 2

Surfing on wheels

Level	Score	Name
Training	2,044,673	Ryan
Boston	2,975,575	Ryan
Barcelona	2,144,122	Ryan
Berlin	2,983,604	Ryan
Australia	2,032,252	Ryan
New Orleans	2,144,875	Ryan
Skatopia	2,659,794	Ryan
Pro Skater	1,613,567	Tim
The Triangle	5,000,005	Tim
School	2,493,101	Ryan
Philadelphia	1,502,928	Ryan
Downhill Jam	1,370,607	Ryan
Los Angeles	1,214,824	Ryan
Canada	2,889,460	Ryan
Airport	4,519,944	Ryan



SOUL CALIBUR II

Link gets stabby

Course	Score	Name
Time Attack - Std	2'30"08	Dave Every
Time Attack - Alt	2'32"06	Dave Every
Time Attack - Ex	54'16"99	Ryan
Extra Time Attack - Std	2'04"32	Dave Every
Extra Time Attack - Alt	3'55"42	Dave Every
Extra Time Attack - Ex	4'53"38	Dave Every
Survival	24 Wins	Craig Ross
Extra Survival - Std	83 Wins	Aaron Kleemann
No Recovery	49 Wins	Dave Every
Sudden Death	33 Wins	Jonas Pettersson



1080° AVALANCHE

Touching the void

EASY

Course	Time	Name
Ski School	48'68	Jonas Pettersson
Tenderfoot Pass	42'96	Jonas Pettersson
Frosty Shadows	46'54	Jonas Pettersson

HARD

Course	Time	Name
Power Threat	44'40	Jonas Pettersson
Tree Top Trauma	1'03'32	Jonas Pettersson
Grits N' Gravy	51'88	Jonas Pettersson
Trestle Trouble	1'20'97	Jonas Pettersson

EXPERT

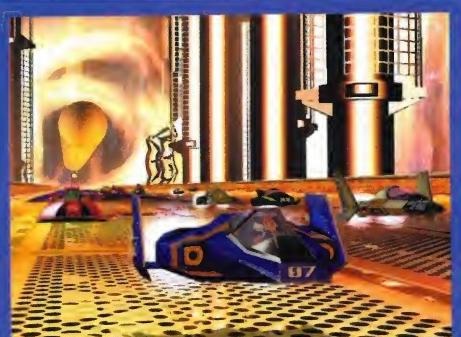
Course	Time	Name
Revolution Cliff	1'06'48	Jonas Pettersson
Midnight City	1'32'19	Jonas Pettersson
Rotted Ridge	1'01'62	Jonas Pettersson
Diesel Disaster	1'10'38	Jonas Pettersson
Sick With It	1'21'97	Jonas Pettersson

EXTREME

Course	Time	Name
Top Tree Mama	1'02'78	Jonas Pettersson
Treble Tussle	1'20'81	Jonas Pettersson
Evolution Riff	1'06'36	Jonas Pettersson
Sid's Night Midi	1'29'87	Jonas Pettersson
Dazzlin' Teaser	1'10'24	Jonas Pettersson
Wit's Thicket	1'21'89	Jonas Pettersson



What's he doing? Ahh sod it, who are we to give out health and safety advice?



F-ZERO GX

Speed demon

RUBY CUP

Course	Time	Name
Twist Road	00'44"138	Rex McGee
Split Oval	00'48"709	Rex McGee
Surface Slide	01'27"614	Rex McGee
Loop Cross	01'44"283	Rex McGee
Multiplex	01'49"1288	Rex McGee

SAPPHIRE CUP

Course	Time	Name
Drift Highway	00'52"462	Rex McGee
Aero Dive	02'02"750	Rex McGee
Mobius Ring	01'20"669	Rex McGee
Long Pipe	02'24"845	Rex McGee
Serial Gaps	01'17"765	Rex McGee

EMERALD CUP

Course	Time	Name
Cylinder Knot	02'36"049	Rex McGee
Intersection	02'16"241	Rex McGee
Double Branches	02'35"118	Rex McGee
Half Pipe	02'33"603	Rex McGee
Big Blue: Ordeal	02'40"192	Rex McGee

DIAMOND CUP

Course	Time	Name
Trident	02'47"084	Rex McGee
Lateral Shift	1"42"135	Rex McGee
Undulation	01'55"197	Rex McGee
Dragon Slope	02'32"467	Rex McGee
Slim-Line Slits	01'46"315	Rex McGee

AX CUP

Course	Time	Name
Screw Drive	00'52"246	Rex McGee
Meteor Stream	01'22"069	Rex McGee
Cylinder Wave	01'48"459	Rex McGee
Thunder Road	02'36"097	Rex McGee
Spiral	03'16"412	Rex McGee

SPECIAL EXTRA TRACK

Mute City: Sonic Oval 00'32"124 Rex McGee



What's he doing? Ahh sod it, who are we to make a funny comment about a blue spaceship?

CUBE

ISSUE FORTY THREE

CHEATING MONKEYS



The monkeys have been so busy playing on the DS they almost forgot to do the cheats, until we prompted them with a hot banana up the bracket

TAK 2: THE STAFF OF DREAMSS

You have to collect blue stuff, purple stuff and green stuff and mix it all together. This is known as the Circle Of Stuff.

UNLOCKABLE

Balloon Head Showdown	HOW 48-62-19
Barrel Blitz	1-105-81
Catapult Chaos	103-33-20
Chicken Tennis	202-17-203
Chuckin' Chickens	18-71-50
Dart Tomb Dogdem	83-43-142
Dead Juju Character	55-171-35
Fauna Character	44-13-0
Flea Fly	22-6-17
Frog Derby	281-62-149
Glide Ride	131-61-179
Gloomleaf Arena	68-13-8
JB Character	16-19-38
Krash Course	5-41-41
Lok Character	2-2-5
Snowboard Air Time	233-127-204
Tlaloc Character	99-363-2
Vine Climb	8-1-37



Nothing like a bit of stuff to brighten up any game. Luckily Tak has loads of stuff. Great!

MARIO POWER TENNIS

UNLOCKABLE

Change Yoshi's colour

Event Mode

Get a character's star

Ace COM skill level

How To Unlock Bowser Court

Classic Mario Court

Mario Bros Court

Special Courts

Boss Packun (Petey Piranha)

Hana-Chan (Wiggler)

Patapata (Paratroopa)

Propera Hey-Ho (Fly Guy)

HOW

Beat Flower Cup doubles with any defensive power shotcharacter

On the title screen hold **□** and Start

Beat 3 tournaments in the Normal Cup with one character

Defeat Planet Cup in Singles or Doubles

Unlock Court

Beat the Fire Tournament in the Special Cup in Singles

Beat the Fire Cup in Doubles

Beat the Thunder Tournament in the Special Cup in Doubles

Play on court in Special Cup

Beat both tournaments in Special Cup in Doubles

Beat both Special Singles tournaments

Beat the 3 tournaments in the Normal Cup in Doubles

Beat the 3

MINI GAME

Balloon Panic

Coin Collectors

Mecha Bowser Mayhem

UNLOCKABLE

Flower Cup

Moonlight Cup

Planet Cup

Rainbow Cup

Star Cup

Star Cup

Thunder Cup

tournaments in the Normal Cup in Singles

HOW

Beat the Flower Cup in Singles

Beat the Mushroom Cup in Doubles

Beat the Mushroom cup in Singles

HOW

Beat Mushroom Cup

Beat Rainbow Cup

Beat Moonlight Cup

Beat the Star Cup

Beat the 3 tournaments in the Normal Cup

Beat the Flower Cup

Beat the Fire Cup



GAMECUBE HINTS, TIPS AND CHEATS 7 DAYS A WEEK!

LIVE CHEATS HOTLINE!

0906 9060374

VIEWTIFUL JOE 2

UNLOCKABLE

HOW TO UNLOCK

Chamber 1	Complete Reel 1, Act 4
Chamber 2	Complete the slippery floor scene in Reel 5, Act 1 with at least 5 lives remaining
Chamber 3	Get Killed by a locker
Chamber 4	Clear any scene with just 1 life remaining
Chamber 5	Clear Reel 2, Act 3
Chamber 6	Complete Chamber 1
Chamber 7	Collect all 250 Film Canisters on any reel
Chamber 8	Get game over and don't reset
Chamber 9	Complete reel 3, act 1
Chamber 10	Clear Chamber 1 and enter the bonus scene in Reel 4, act 2
Chamber 11	Clear chamber 2 with a rank A or higher
Chamber 12	Achieve a time rank of V in 5 consecutive scenes
Chamber 13	Maintain just 1 life from start to finish in a scene
Chamber 14	Complete Reel 4, act 2
Chamber 15	Earn a Rainbow V rank on the UFO fire scene in Reel 4, Act 1
Chamber 16	Clear the final scene in Reel 2, Act 1 without using any VFX
Chamber 17	Clear chamber 8
Chamber 18	Clear chamber 9 and purchase the sliding power up
Chamber 19	Defeat Long John in Reel 3, chapter 2 and have an overall rank of A or higher
Chamber 20	Complete the kitchen scene in Reel 1, Act 3 with an overall rank of Rainbow V
Chamber 21	Clear chambers 3 and 12
Chamber 22	Clear chamber 13
Chamber 23	Complete Reel 7, Act 3 and have over 200,000 Viewtifuls
Chamber 24	Have Joe thrown out of the bathroom 10 times in the monorail Scene in Reel 3, Act 1
Chamber 25	Do not use any VFX from the time the gear scene ends in Reel 3, Act 2 and the next scene
Chamber 26	Clear chamber 17 and complete Story mode on Easy
Chamber 27	Complete Chamber 18 and purchase the Redhot kick
Chamber 28	Complete the switch scene in Reel 7, Act 1 with at least 30 seconds left on the timer
Chamber 29	Collect all the film canisters in Reel 5, Chapter 1
Chamber 30	Obtain a rank of Rainbow V in five consecutive scenes
Chamber 31	Perform the Ukemi successfully 10 times in Reel 7, Act 1
Chamber 32	Complete Reel 1, Act 4
Chamber 33	Clear Chamber 24
Chamber 34	Complete Reel 1, Act 4 without obtaining a single Film Canister
Chamber 35	Complete Story mode on Hard
Chamber 36	Clear chamber 27 and complete Story mode on the Easy
Chamber 37	Clear chamber 6, complete story mode on Easy, and earn an overall rank of D 3 times.



CHIMP'LL FIX IT

The chimps have been gearing up for Easter by chucking eggs about all month. Makes a change from their own faeces. They still have time to answer your questions though, so write into Chimp'll fix it at CUBE Magazine, Paragon House, St Peter's Road, Bournemouth, Dorset, BH1 2JS or cube@paragon.co.uk.



ICE, ICE BABY

I have had the Super Nintendo, N64 and the GameCube and I love Zelda games. At the moment, I have *Zelda: The Wind Waker*. I need to go to the ice island and I don't know where it is and I was thinking you can give me directions on where it is. Also, when is the new Zelda coming out?

KARSAN HAVA, LONDON

Cheating Monkeys say:

"Bring up the map and you'll see a grid system indicating the location of the islands. Starting from the left, count five rows across. From that point count six rows down and that's the location of the ice island. You'll need to fire a Fire Arrow at the dragon's head to unfreeze the island. As to your other question, the new Zelda game has been penned in for a late 2005 release in Europe, although this is subject to change. OoK."

MISSING IN ACTION

Hey Cheating Monkeys.
Got *LOTR: The Third Age* for Xmas and got to Eastern Moria, fought the Balrog (and lost); so went back to Eregion to get 100% on quests, and couldn't get back to the Balrog save point. So I ran through Eastern Moria again, but have got lost. I'm stuck in Balin's tomb with the dead cave troll. Where do I go from here? Please help cheating monkeys cos it's really embarrassing. There's a banana in it for you.

RYAN, KENT.

Cheating Monkeys say:

"According to our resident cheater, Chimp McGee, there should be a door that you go through which will take you to a save point. Save your game and head towards the room with the Dwarf Lord Statue. Carry on until the cut-scene cues then get to the next save point. Go down into the cave where you will fight some goblins. Grab all the stuff in the chests and follow the path outwards. Head towards the goblin drummer and kill it, then head into the chamber at the other end of the room. Once here follow the twisty path, walk up the stairs and view the Moria statues to battle the fifth cave troll. Then go along the wavy path to your right until you go down a tunnel, where you will face the

goblins again. Find the next save point then enter the next room to complete the quest 'Reach the Bridge of Khazad-dum'. Walk forwards, watch the cut-scene and kill the final trolls. Head back to the last save point, save your game and return to face the Balrog. Use Gandalf during the battle, but try to keep Idriel alive as she's pretty useful. Good luck. Now make with that banana, punk."

LOST IN TRANSLATION

Dear Cheating Monkeys,
Seeing the new *Legend Of Zelda* made me remember that I had to finish *Legend Of Zelda: Link To The Past* on my GBA. As usual, I'm stuck. I just finished defeating Agahnim the wizard and he has just transported to the dark world. What the hell do I do next? I think I'm meant to go to the palace of darkness but I just can't get there. The passage is blocked and I have just met a tree talking about the Golden Power in a temple. Please help! I feel like ripping my hair out until I'm bald and you guys don't want me to do that... do you?

LEON, TOTTENHAM

Cheating Monkeys say:

"After talking to the 'Broccoli', exit the hut, go back down the path and head east until you see an arrow on the ground, which is pointing up. Go up and through the bush. If you look closely you'll see a pathway through the bushes. Head north, then west, which will take you behind the hut you've just been in. Then head west again (not north - this will lead you into a trap) through the thin bush. Kill the Snake Bushel and head north, then east and then south. You'll find a large bush so take the bush's west-side entrance and walk straight across to exit on the east-side. You'll then meet our pal Kiki the monkey, who will ask for 10 rupees. Give him the rupees and he'll follow you. Take the path heading east, then go north and then east again and you'll end up in front of the Palace Of Darkness. Give Kiki 100 rupees and he'll open the dungeon door for you."

CUBE

CHEATING MONKEYS

CODE JUNKIES

ISSUE FORTY THREE



Every month we bring you all the latest Action Replay codes for the greatest GameCube games, and Ty The Tasmanian Tiger 2!

THE LEGEND OF ZELDA: FOUR SWORDS ADVENTURES

Master
8BPB-17B7-VTQHM
HO35-8A55-Y5P21

Infinite Seeds
YB197-UFT7-AD8W8
HDMY-4FWZ-0EPUU
W8VA-G6MC-986CX
13PE-F49X-JBUO

Max Health
SEN3-5XE1-Y1BOX
Y3H3-0WXM-HOU9J

Max/Infinite Force Gems
CB9R-YA1V-W6GBT
230E-WNNV-EWY76
BJ1C-JE7X-E1A78
XZYH-17NQ-H51TM

All Adventure Mode Levels Unlocked
W1RN-QXBD-OAYMB
1B0F-W0BD-QU21C
RYUZ-VJDR-KF1NO
1UDE-683U-MEXFW

Items Always Level 2
Pick Up Any Item To Activate
2E10-K7B8-UPJH4
XB8D-UWAJ-DUHV2

Super Jump
DZG4-PIJP5-X1UK7
2P70-9QDJ-E66K9

Infinite Force Fairies
1MJY-DG9C-VHGK1
37DA-CAEG-K2FKN
MAKK-GFVN-0YYAZ

Infinite Air
FZPK-J2GK-8N0AQ
W4MT-YPRQ-NDTQE
9X81-GQV9-5XGWJ

Massive Links
5TM3-Q8JK-PPFCZ
WACX-EI4U-G021W
CWKP-UENA-GZYXH
E3QM-ZUZ6-R55PD

Mini Links
5M96-RD9D-J7UR9
ME5A-DXTK-P3A7C
Y5C4-PKK9-ZH0P3
1WPW-GYKP-ORK37

More Items On Huge Death Punches (Punch 2)
BJBK-H365-RMHA1
4MMG-V247-CZ8XE
KXMB-0FD4-KBWZC
3H76-EYGH-Z461V

Rein Codes:
Pegasus Boots (D-Pad Left)
Use a controller in port 4

TY THE TASMANIAN TIGER 2: BUSH RESCUE

Master

PUB2-6EUG-9FTET
NFFA-VQ9U-F870F

Infinite Health

3F4Z-AT1-E4Y4A7
UF9J-XBNH-UQ8RW
VMZT-PT92-TW96P
H5RA-U8Z3-XF08V

Infinite Orbs

W3P8-9212-8YMPF
TM6N-9DQY-GT56T

Low Game Time

KRKQ-T7NO-91875
8HN3-5OYX-34RGY

50 Platinum Cogs

3410-3EK4-36V7F
73K2-ANPA-3M7FY

30 GooBoo Steve Encounters

NAOB-JC2J-QUN63
2YPF-E86P-4X6RF

175 Picture Frames

TPTG-4TJ1-YUNDA
3FFQ-KCC2-4UH60

30 Kromium Orbs

9GMR-9KEH-6ZNA
UNMZ-KOCQ-DRKVC

10 Frill Spikes Found

A26W-JT2K-J6MW3
UKUU-WAJQ-GROWD

25 Biblies Saved

6K14-JN44-QTRE6
Q185-UPAY-JBF8

Big Ty

0MVM-5KKU-PWOT
7CEM-HFVU-1EAAE

Small Ty

VFGA-GF7-BPX3W9
NX4N-WJ53-P8GFZ

50 Platinum Eggs

YNWV-4NB6-1D6A2
50DZ-3B4F-8W9KN

Moon Jump (Hold ⌂)

1PRR-DQHD-DU9R9
HP2D-ZDJM-PTYQZ

175 Picture Frames

8CKX-62WA-Y6JB7
F752-359Z-X6JB3

175 Picture Frames

FTH1-U8QG-7MQP2

FIFA 2005

Master
8N9E-CYDC-UZMFR
G6YT-96AD-34YJQ

Player 1 Scores 98

JY2Y-9QP5-KF59G
JXFJ-Y3MF-QA9QA

J2HP-JE6E-97MCB

4TC7-MMM8-5G3GM
QD1D-HNZ-ADNZM

Player 2 Scores 98

21MM-XCZQ-8QBJT
7RE1-KPBB-CD3FR

J2HP-JE6E-97MCB

9V2-V2XD-7C9BN
QD1D-HNZ-ADNZM

End The Half (Hold ⌂)

ZU1F-0G9F-AKBND

PKUF-EGA1-8R7G4

DHCJ-MN88-R5XYJ



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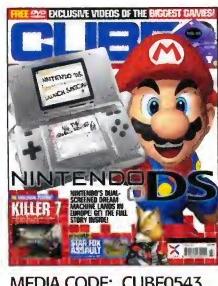
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Bank/Building Society account number		
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RESIDENT EVIL 4

Part 1: The Village

Your guide to the secrets and horrors of the village

FINALLY IT'S HERE. In a few short weeks you'll all be able to play Capcom's masterpiece.

As you'll soon find out, it's very unlikely that you'll get lost that often in the game, but if there's one thing you will need help with, it's the secrets, the treasures, the location of items and those all-important boss tips. Over the next three issues we'll be bringing you detailed

guides for the Village, the Castle, the Island and the game's amazing extra modes.

So on with Part 1: The Village. Given the nature and size of the maps there's no way we can print them in their entirety, however, on the next page you'll find a number of maps for areas that we think need explaining in more detail. Enjoy!

TAKE CONTROL

It's all about the buttons

Analogue Stick

- stick
- D-pad
- Start
- Ⓐ
- Ⓑ
- Ⓛ
- Ⓜ
- Ⓨ

Move Leon around/move sights when □ is held down

Move camera position/zoom in and out

Make selections in Options menu

Pause game

Shoot weapon/confirm selections

Run/undo selection

Inventory

Command Ashley

Hold down to equip combat knife

Hold down to bring up weapon sights

Map screen



THE VILLAGE



THE RAVINE



IF YOU GO DOWN TO THE WOODS TODAY...

THERE'S REALLY NO point in chatting to those losers in the car. They'll get their dues soon enough. Take a few steps forward and turn to your left. There are three crows in front of you, and you can take them all out without them flying away. Shoot the one in the tree, then the one on the left. Now take a few steps forward and take out the one on the right (on the floor). They should all yield some cash. Now run forwards towards the house. Head left, around the back of the house and use your knife to break open the box. Before you move on you should master a few simple survival techniques:

- 1) The Quick Turn: simply tap down (on the analogue stick) and **□** together to do a quick 180° spin. You'll be using this a lot.
- 2) Manual Reload: While holding down **□** press **□** to reload whatever weapon you have equipped. It is essential that you get into the habit of reloading after every encounter – you never know what's

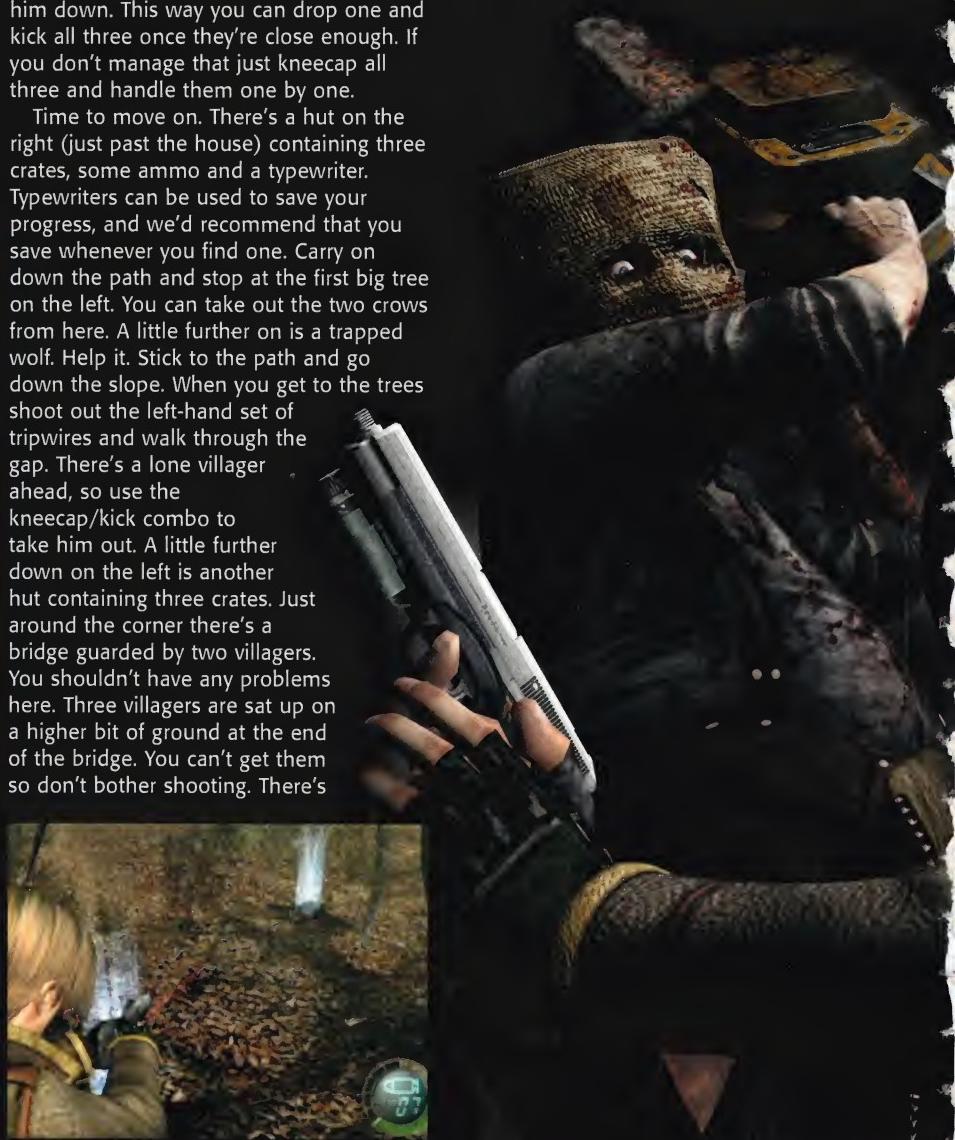
around the next corner. Even in the midst of battle, if you have enough time to reload before an enemy gets to you, do it.

Before you enter the house read our Dance! section (below left) to learn all about killing efficiently. Now enter the house and watch the cut-scene. As soon as you're in control shoot the man in the kneecap to drop him. Run up to him and kick him in the face, then shoot him in the head. Pick up your prize and run up the stairs. There's some ammo at the other end of the room, so pick that up before you jump out of the window. There are now three villagers outside. Run back to the crow area, then turn and face the gang. Your best bet is to group them together. If one gets too close kneecap him to slow him down. This way you can drop one and kick all three once they're close enough. If you don't manage that just kneecap all three and handle them one by one.

Time to move on. There's a hut on the right (just past the house) containing three crates, some ammo and a typewriter. Typewriters can be used to save your progress, and we'd recommend that you save whenever you find one. Carry on down the path and stop at the first big tree on the left. You can take out the two crows from here. A little further on is a trapped wolf. Help it. Stick to the path and go down the slope. When you get to the trees shoot out the left-hand set of tripwires and walk through the gap. There's a lone villager ahead, so use the kneecap/kick combo to take him out. A little further down on the left is another hut containing three crates. Just around the corner there's a bridge guarded by two villagers. You shouldn't have any problems here. Three villagers are sat up on a higher bit of ground at the end of the bridge. You can't get them so don't bother shooting. There's



one hut left before you get to the first area of the village. It contains a villager, as well as two crates and some ammo.



DANCE!

You da man!

Your regular villagers make for amusing fodder, and while they might seem quite scary at first you'll soon learn how to deal with them. Here's a quick guide to taking them out:

Handgun: The villagers act differently depending on where you hit them. If they're holding a weapon, shoot them in the hand to make them drop it. If there's a group of them and one has a weapon you should shoot out the weapon before they throw it. Shoot them in the arm and they'll hesitate for a second before coming back at you; shoot them in the kneecap or the foot and they'll drop to their knees for a second. At this point you can run up to them and tap the **□** button (you can only do this if the **□** button flashes on screen) to kick them to the ground. Any nearby enemies will also be affected by this move. If you shoot an enemy in the foot or kneecap while they're running they'll fall to the ground. Whenever a villager falls you should quickly run up to it and shoot it in the head a few times. The most efficient way to destroy villagers is to take their heads off. If you're at the right angle you can do this with one shot to the head. Most of the time though you'll need two or three shots to explode the head.

Shotgun: This weapon should be used for two main purposes. First, it's ideal for taking out a group of villagers (sometimes you might want to hold off until there are a group of enemies before you floor them all with a head-level shot). Second, if you're taking out one enemy always make sure it's a head-shot. The shotgun can blow a head in one shot, so don't bother messing around with body shots.

Dancing tips: If you want a laugh try making the villagers dance by hitting the left arm, then the right arm, then the left leg, then the right leg. Genius.



CHAINSAW MASSACRE

WE KNOW THIS is the start of the game but things are going to get really intense now. There is an easy way to clear this area, but this guide is all about getting the most money and the best items, so we're going to take the extreme way. You should reference the Village map on page 111.

Stealthily walk to Room 1 (move slowly when the villagers aren't looking) – there are two crates here. Now walk back to the



main entrance and make your way to Room 2 (take your time – watch the villager patterns first). If at any point the music starts up that means you've been spotted. This doesn't really matter, but it means you have to work faster.

Go to Room 2 and grab the Green Herb on the way. There's a barrel, some ammo on the cupboard and two crates. Jump out

of the window and grab the Red Herb. Dodge the woman, and smash the crate in Room 3. By now you should have an Incendiary Grenade. Equip it and run towards B. Once you get to the junction (just before B, where there are two



rooms on either side) stop and lob the Grenade high into the air so it reaches the three characters at the end. As soon as it blows run towards them and shoot baghead man in the head as many times as you can. Be wary of other villagers, and when he starts to get up run past him, turn, reload and just keep shooting. After a Grenade and about 20 rounds from the Handgun he will fall and give up a Ruby.

Now bypass the other villagers (kneecap them if they're in the way) and climb the tower (Room 8). Grab the Shotgun Shells and jump down. Now go to Room 4. Quickly push the cupboard against the door, then grab the ammo and smash the two barrels at the far end of the room. Run up the stairs and grab the Shotgun. Smash the glass in the adjacent cabinet and take the Grenade. Then grab the money, run to the far end, grab the ammo and push the ladder down before the villagers climb up. Jump out of the window and run through Room 7. Grab the Yellow Herb and Red Herb from the hay cart. Here's a quick guide to Herbs:

Green Herb: restores a small amount of health.

Green + Green Herb: combine two Green Herbs in the inventory screen to restore a medium amount of energy.

Green + Red Herb: combine a Red and Green herb in the inventory screen to restore a large amount of energy.

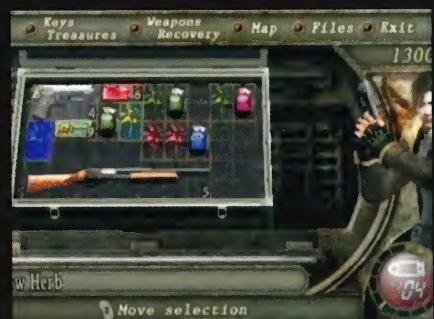
Green + Red + Yellow Herb: combine a



Red, Green and Yellow herb in the inventory screen to restore all your energy and increase your maximum health level by a small amount.

You now have all three herb types so if you're low on energy use the 'Gold Tonic' to heal yourself. Now go back to Room 7 and prepare yourself. Another baghead man is on his way as well a whole load of villagers. Use the Handgun to drop the villagers and only the use the Shotgun when old baghead is closing in. Once he falls run up to him and pound him with the Shotgun as many times as you can. If you're too slow the bell will chime and you'll lose your chance to get another Ruby.

Once the bell chimes you'll be able to explore this area properly – Rooms 5 and 6 in particular have cool stuff in them (shoot out the lock to get to 6). Room 11 has some ammo, Room 9 has ammo and a letter. You can also get onto the roof of 4 to pick up some ammo and a Spinel (there's a second window to jump out of on the first floor). Now it's time to leave this area and head towards the farm (the exit is at B).



WHAT A BLAST!

THE FIRST THING you'll see in the farm is a bright blue letter on the tree. Read it to find out about the Blue Medallions – there are 15 in total, and we strongly advise finding them all (they appear as blue dots on the map). There are seven to find in this farm, so clear out the area and then go searching. Next to the typewriter room is a well. Shoot the supporting strut to close the lid, then shoot down the treasure. If it falls into the well you'll have a dirty, and relatively worthless, necklace.

The main barn holds plenty of goods. Search the cupboards for items, and check the room out the back for more goods (the doorway is blocked by a cupboard – use the Shotgun to blast through and grab the Beerstein). Climb the ladder in the barn to get up to the first floor. Jump out of the window in order to get two more Medallions. As far as the Medallions are concerned, go to the marker on the map, then stop and look around. They could be hanging from a tree, a piece of wood or a window ledge, and you may have to reposition yourself to be able to see them. Once you have all seven you should leave. The doorway is shown as green on the map, and is directly behind the barn.

You'll now find yourself on a sloping path. As soon as you start walking along it some villagers will roll a boulder off the ledge. Hammer the **A** button as fast as you can in order to sprint. Be aware that at

some point you'll either see an '**A+B**' or '**L+R**' flash. As soon as this appears you have to tap those buttons together. This will make Leon dodge out of the way. Now turn around and aim up at the bridge. You can make them fall off the bridge in order to grab some more goodies. Turn around and walk through the tunnel. Shoot out the sparkling stones to get them: Forget about the bats: you can knife them but they don't give you anything.

Go to the end of the tunnel and stop. This new area is full of 'dyna-men'. They just stand there and throw dynamite at you, but if you shoot them before they throw it they'll blow themselves up. Take them out in this order: walk up to the tree on your left. This will



trigger a dyna-man on the far left. Take a few steps back and aim through the gap (between the tree and the hut) to take him out. Now go into the hut on the left and out the other side. Be wary as there's another dyna-man who will throw stuff out of the right-hand hut's window. Position yourself and take him out. On the far side of your target building is another window. Sneak up to it and blow the dynamite out of the enemy's hand. This should take out two (or three if you're lucky) of the villagers. Once you know the house is clear jump in and claim the spoils. This entire area is now clear. There's a bird's nest in the big tree in front of the house in the far corner. Shoot it to get the Cats-eye. Now go into the big house (shoot the lock) and save your game. Shoot out the two tripwires, push the cupboard out of the way, and move forward to where all the banging is coming from.

When you come to you'll have to face a raging villager. You'll have to deal with another **A+B/L+R** in order to escape so be ready for it. Pick up the ammo and save your game.



WHAT ARE YA BUYN'?

I'll buy it at a high price!

The Merchants will buy and sell items, allowing you to upgrade your weapons, buy new weapons and buy essential first aid sprays. You should always sell Spinel and Rubies. Keep one Flash Grenade in your inventory but no more – sell these. If you don't have the relevant weapon there's really no point in keeping ammo that you've picked up (unless it's something worthwhile, like Magnum ammo).

As far as treasures are concerned you should stick to these rules: examine the treasure in your inventory – if it has slots, you should wait until all these slots are filled with gems before you sell it as it will be worth far more when it's complete. For example, the Beerstein can be combined with Cats-eyes. The Pearl Pendant, however, has no slots, and should be sold straight away.

You'll also find that you tend to run out of space, and unless you can afford to buy a larger attaché case you'll have to manage your inventory. Go into your inventory and move things around. Use **Ⓐ** to select something, and move it around with the control stick, **L** and **R**. Put it down again with **Ⓑ**. If you have only one Shotgun Shell left it's worth shooting it off and reloading if it helps you sort out your items:



THE OUTSKIRTS

AROUND THE BACK of this building is a merchant. Check out the 'What Are Ya Buyin?' section (page 114) to learn more. You should sell the Pearl Pendant and the Spinel. Don't bother buying the Treasure Map as we'll tell you where all the goodies are. Instead buy the Medium Attaché, the Sniper Rifle and the Rifle Scope. Once again, this next area is quite simple, but we want to get everything. Use Ravine Map (page 111) as a reference.

Before you go into the Ravine area you can get some rifle practice from the crack in the wall. There are five or six villagers to cap, but remember to combine the Scope with the Rifle, otherwise it won't be equipped. Go through the main gate and stand your ground. Use the Handgun to slow the villagers down and to stall the dyna-men. There are at least 15 enemies to care of, and although it will seem like there's a never-ending supply, they will eventually stop coming. This area is by no means clear, though.



Head round to area 4. Do not go through 5 and 6 – this will cause the enemies to jump out of the window. Take all three out by shooting the red barrel on the right hand side. Ransack 5 and 6, then climb up to the roof to get the first part of the Emblem. Now go over to area 10 – this should trigger another wave of villagers. After you cleared that lot another wave will hit. After that the music should stop. You've cleared the area. There's a Yellow Herb in Room 11. Now go up to area 13 via 9 and 3, and grab the ammo and the second half of the Emblem. Combine the two halves and use them to get through the door behind Room 11.

There are no threats in this valley, just a few barrels to smash. As soon as you go through the double doors you'll be able to see a treasure in the far room. There's a way to get in here but the entrance is a little further on. Go through to the next corridor. There are four villagers in here – group them together and use a Grenade.



Simple. Run to the end and jump through the far left-hand window. Immediately tap A to crouch behind the container. There are two dyna-men at the end of the room who pop up every few seconds. Stand up to lure the regular villagers out, then crouch when the dynamite comes towards you. By doing this you can get them to kill themselves. With the villagers gone, pop one of the dyna-men to blow them both up. This area is still dangerous, though: there are bear-traps everywhere (slash them or shoot them to set them off), as well as two more villagers on the other side of the far door. Be sure to grab all the items from the crates and the boilers.

Go into the next room and slash through the boarded up window to get the Elegant Mask. The next door leads to an underground tunnel. There's one more villager to take care of before you're safe. You should drop down into the water before you climb the ladder. There are some items down here, but you can also catch some fish if you like. They aren't really worth anything, but you can eat them to increase your health.

At the top of the ladder there are three things to do: firstly, stay where you are and shoot the tripwire running between the two trees – this will kill all three crows. Be careful as there are two bear-traps in this area as well. Behind you is another well with a treasure (Brass Pocket Watch). Be sure to close the lid before you shoot it down. The hut contains a crate and a



barrel. Go up to the house and go up the stairs. Here is your first puzzle, and it's an easy one: simply move the symbol up and left to achieve the correct positioning. This next room (it looks like Lord Sadler's room) has ammo, the Chief's Letter, the Insignia Key and some cash in it. The next room will bring you face to face with the head honcho of this village.

Once you've saved, head back the way you came (through Lord Sadler's room) to get another cut-scene featuring none other than Ada Wong! Now you can continue on your way.



HEAD FOR THE LAKE!

THERE ARE TWO doors and a save point at the bottom of the stairs. One door leads to the toilet and a villager, the other leads outside. Clear out this floor then go outside. There are two villagers and a baghead man in the immediate vicinity. Use the tried and tested tactic – floor the baghead with the Shotgun, kneecap both villagers so they fall near him, then use a Grenade. Now keep popping at baghead with the Shotgun. Ta da – another Ruby! Move along the path and stand under the tree (with the hut in sight). There's a bird's nest above you (shoot it), a villager ahead of you and another villager in the hut. A little further on is another bird's nest and at the far end of the path there are four or five villagers. Take the group out with a well-aimed Incendiary Grenade.

The gate at the end will take you back to the village. There's a dozen or so villagers in here, so just stand your ground and use the grouping tactic to level them. This is a great chance to stock up on ammo. There



are also two villagers keeping look-out from the tops of the buildings, so pop them as well. There are no more goodies in this village, so use the key to get through the locked door (the one with the insignia on it). There's a save point and some cash in here. The lamp in the next room can be shot down for a Spinel.

Go down the ladder and into the first cave. If you shoot down the lamp you'll uncover three shining gems that you can shoot down. One of these is an Elegant Headdress. The Merchant is waiting in the next cave. Sell the Elegant Headdress, the Brass Pocket Watch, the Ruby and the Spinels, but keep the Beerstein and the Elegant Mask. There's nothing worth buying at this point but you should definitely tune up the Shotgun (firepower, reload speed, capacity). Do not tune up the Handgun – you'll soon see why.

The cemetery initially holds two villagers and three crows. From the cemetery gate take out the two nearest crows, then use the Rifle to get the final one and the villager behind it. That just leaves the second villager who will approach from the hut on the left. Clear out the hut, then shoot the remaining three Medallions that are hanging from the trees. There are more up ahead but you only need ten. Now go back to the merchant, sell the Handgun and claim your prize – the Punisher! It may look similar to the Handgun in terms of stats, but this gun can shoot through two enemies if you line them up.

Go back to the cemetery and take out the two villagers and the dyna-man outside the church. There's a Medallion in the tree to the left of the church door if you want it (from now on the Medallions are useless and you should only shoot them for completion's sake). You can't get into the church just yet, but before you move on you should explore the back of the church. There's one villager and a dyna-man round here as well as a puzzle

to solve. Turn the dial in these increments and in this order: 3, 3, 3, 4, 4, 4, 3. Your prize is the Green Cats-eye. You can add this to your Beerstein.

Now take the alternative path out of here. It will lead you along a wooden platform that runs over the lake. There are three villagers here as well as a hut that contains a letter. Don't bother opening the crate as there's a snake inside! The door at the end will lead you into an opening. Carefully approach it and use an Incendiary Grenade to take out all the crows at once. Explore the huts, then go down the steps to the Merchant. There's nothing to buy, but you should upgrade all aspects of the Punisher and save your game.

Now go back up the stairs and turn right. This door will take you through to another boulder chase. At the bottom is a swamp area with a network of wooden walkways. Quickly run up to the villager and take him out by blowing up the tripwire. Another two villagers will be alerted. The hut contains a barrel and two crates. The right-hand crate has a snake in so leave it. Now a dozen villagers will come at you from all angles. Be wary of the tripwires that have been set up. There's a bird's nest in the tree by the second set of walkways. Shoot it to get the Antique Pipe. There's a hut at the end containing a villager, some ammo and a snake crate. Go to the end of the path and through the wooden doorway.

Run up the hill and watch the cut-scene at the top. Hmm... there's definitely something scary down there. Turn around and grab the Red Herb from under the tree. Now go back down the slope and take the left-hand turn. Just before the hut there's a bird's nest that contains a Gold Bangle. The hut holds some ammo and a Yellow Herb. The hut at the far end contains some ammo, a Green Herb and an all-important Typewriter. Now prepare yourself for the monster of the lake! Jump into the boat and head out into the middle of the lake (see 'Boss: Giant Salamander' on the left).

BOSS: GIANT SALAMANDER

Difficulty: Medium

This will be very tough at first, but once you learn the pattern you'll be fine. If at any point you fall in the water, hammer the **A** button to swim back to the boat. The lower your health the slower Leon will swim, so heal yourself if necessary. Remember that you can't heal when you're in the water.

Once the beast starts pulling you, steer right to avoid the first and second tree trunks. At this point the boss will dive. This means that in a second it will launch at you so immediately steer hard left or right to dodge its attack. If you get the chance, whip out the Harpoon (hold down **L1**) and throw it at the beast. Eventually everything will go quiet. This is not a good sign and it means that the boss will soon be charging you. Use the flashing arrows to locate the boss and start throwing Harpoons. If you can get two direct hits to its mouth it will dive just before it gets to you, but you'll have to be very quick. Keep this tactic up until the boss gives in and swims off. The rope will get caught round Leon's foot, so hammer the **A** button to get away.



A TERRIBLE SECRET

THERE'S A LETTER, some ammo, a Grenade and a Typewriter in the hut. Before you leave this area jump back into the boat and head for the secret tunnel (steer straight ahead and look over to the right). Push the crates out of the way to get up to the roof and claim the Green Gem. You can set this in the Elegant Mask. Jump down into the cabin and grab the ammo. Sell the Gold Bangle and the Antique Pipe. Tune up the Shotgun to

Firepower Level 3, and then get back to the cabin. Leave through the double doorway. This is where you find out the game's first shocking secret: the villagers are all aliens!

Here are some tips for the new 'evil Ganados'. Ganados (villagers) with red eyes have active parasites inside them. This means that once you hurt them enough the parasite will break out and you'll have to kill it. Once the parasite has surfaced you should shoot it, but only shoot the parasite. Don't bother shooting the villager's body as it will make no difference. The parasite's tentacles have a long range, so keep your distance. Use the Sniper Rifle if necessary.

Cross the river at the end of the path, then walk along the bank and cross over at the second bridge. If you position yourself properly you can snipe the lone villager. Use the rope to get down. Once you're at the bottom turn 90° to your left to see a shining Spinel set in the cliff face. Just around the corner you'll find that there are gaps in the walkway. Shoot the chains holding the three crates in order to cross the river. The switch for the dam is at the top of the far watchtower. Use it, then make your way to the opening behind the waterfall. On your way you'll be ambushed by two groups of villagers, one from each side. Here's a tip for defeating torch-holding villagers: wait until they try to blow fire at you, then shoot them to give them a taste of their own medicine. Before you go into the opening shoot down the Amber Ring from the rafter above you.

At the end of the tunnel is a Round Insignia. This is the key to the church, so it's time to get back there. Ashley is there, and the point of the game is to find her, so it seems only right. If you keep going you'll find another boat and an underground river that will take you full circle back to the merchant. "What are ya buyin', heh heh" ... sell your Amber Ring and save your game. Now go back up the stairs and turn left. You'll be greeted by a load of villagers, but don't worry: they'll get their dues (see 'Boss: El Gigante' on the



BOSS: EL GIGANTE

Difficulty: Medium

This is one of the few times in the game when Flash Grenades are really useful. Let him get within ten metres then lob one. Get in as many Shotgun blasts to the head as you can, then run between his legs and head for the far side. If you helped the wolf at the start of the game he'll be back to return the favour. Get as many shots in as you can while the dog is distracting the giant. Eventually the parasite will burst out of his back. Once the giant falls to his knees run up to him, jump on his back and bash the relevant button. You'll have to repeat this process to finish him off.

If the boss charges at you or swings at you with a tree (yes, a tree!) be ready to dodge by tapping **L1** and **R1** when the game prompts you. If he picks up a boulder you'll have to dodge it manually. Also be aware that the huts hold items if you need them, and there is a red herb, a yellow herb and some ammo around the edge of the arena. Your prize for killing this guy will be 15,000 in Gold!



THE END ALREADY?

NOW IT'S TIME to find Ashley. Leave this area, equip the Shotgun and head towards the church. At the end of the lakeside walkway is a new enemy: possessed wolves! Well, three of them to be precise. Wait until they get in close and blast them. Don't take any chances with them because if they get on both sides of you you're in trouble.

Once you're in the church you'll find some cash near the altar, a barrel in the right-hand passageway and a ladder in the left-hand passageway. Go up the ladder and use the chandelier to cross the gap. There's a very simple puzzle up here: just



rotate the coloured plates so they match the symbol in the centre. Combine the colours to unlock the gates, then go and get Ashley! Now go and read the section called 'Ashes To Ashes' (below) before you continue...

Grab all the goodies from this room and leave the church. Lord Sadler will appear and you'll have to jump through the window. The graveyard is full of villagers, but you can take them out by shooting the barrels on the cart. Sweet! Now head for the village. You should sell your Punisher to the Merchant on the way. Buy the Red9 and the Stock (Red9). Now tune the Red9 across the board. Go back into the village and head right to the wooden gate (B on the map) – be very careful as there are bear-traps and villagers on the way. Get Ashley safely to the end, then tell her to wait before you turn and get rid of the stragglers. There's one other villager (in the cow shed) and a few other items to collect before you revisit the farm. As soon as you enter the farm you'll see a big metal container on the right. Go up to it and tell Ashley to hide in it. Your destination is the tall wooden gate that you can only get to by jumping out of the window on the first floor of the barn. You should clear out this entire area and set off the bear-traps so that it's safe for Ashley. Now save at the typewriter, grab the letter and tap \diamond to call her. Go up to the wooden gate and get Ashley to unlock it from the other side. There's nothing worth buying from the merchant so go straight across the bridge.

Hmm... looks like we're in a bit of a spot here. Grab all the items from the room, then push all three cupboards in front of the relevant windows – this will slow the villagers' progress. Now run upstairs and grab the items from up there before returning to a safe position, halfway down the stairs. From here you can bottleneck the villagers and take them out with the shotgun. If at any point things quieten down, join Luis and grab any items that may be lying around. Always



listen to what Luis is saying. Don't drop your guard either. If a parasite erupts take it out immediately. It's all too easy for you to get hit and find yourself with six enemies on top of you. When Luis gives the word head upstairs. You now have to watch all three windows (keep pushing the ladders down) as well as the stairs. If you keep a level head you'll get through this on your first attempt.

Now clear out this large area and save your game.

ASHES TO ASHES

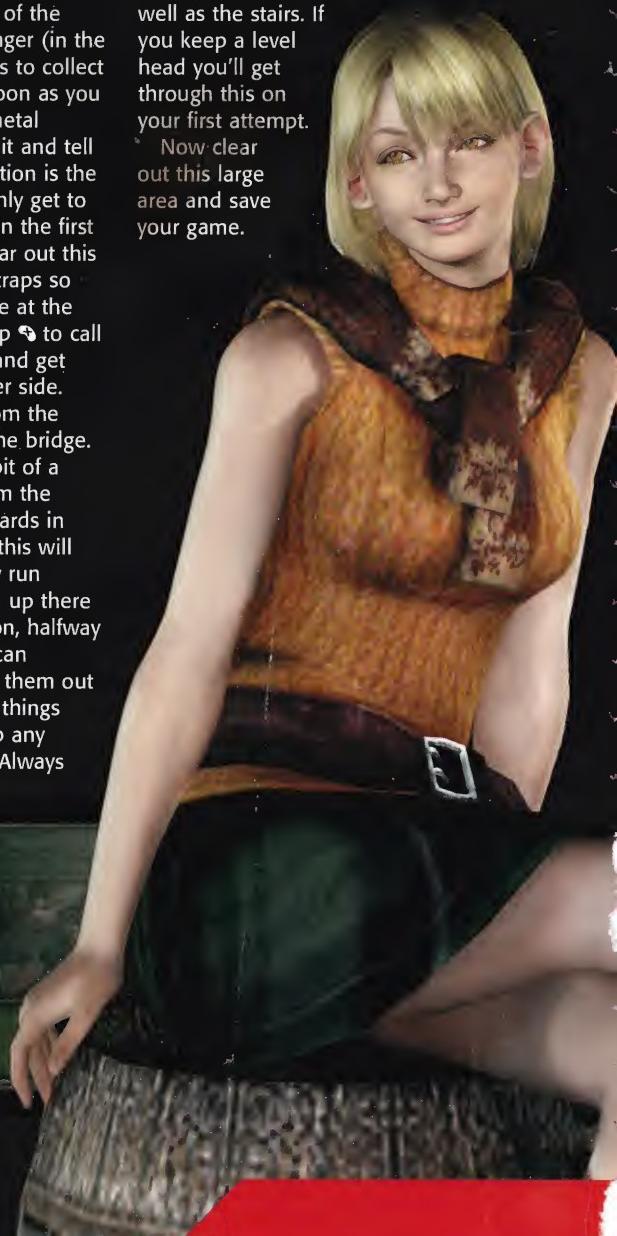
Cute lil' blonde

Your mission is to locate and rescue Ashley Graham. Once you have her it is imperative that you keep her safe – if she dies it's game over; if she gets kidnapped and taken through a doorway it's game over. You can use the \diamond button to command Ashley – press it once to make her stay where she is (though she'll automatically follow you if you go through a doorway that requires loading), and press it again to make her follow you. If you're going into an unknown area it's always a good idea to make her stay put while you clear it out.

If you aim at Ashley she'll duck out of the way, making it easier for you to shoot enemies behind her. If she gets kidnapped she'll call for help and an exclamation mark will appear on her health meter. You can heal Ashley but she has to be near you. If you jump off a ledge you have to stay and catch Ashley otherwise she'll remain at the top. Last of all, it really isn't worth giving Ashley any Gold Tonics – you should save them all for yourself.



Elegant Mask w/ (R.G.P.)
A mask with all the gem pieces fitted in it.



WHICH WAY?

THE LETTER NEXT to the Typewriter will tell you of the two paths. Seeing as we're doing this properly we're going to clear out both paths, starting with the right-hand one. Tune up the capacity of your Shotgun, then open the right-hand gate using the mechanism in the hut. Although it goes against everything we've told you, keep Ashley with you at all times for this section.

Run down the valley and face up to the giant. This is going to be really tough because you're in such a confined space. Once you're in control back off a little and look up to your left. Shoot out the platform that's holding the boulder so that it falls on the giant. Now turn and run to the gate. Slash the chains off with your knife. Run to the end of the next section and turn. There's another boulder support, this time on the right. With this done you're simply going to have to stand your ground. If you try and run past him the chances are he'll pick up Ashley and that's very bad news. Stand your ground and blast him in the



head with the Shotgun. If you get low on health simply heal yourself. Keep doing this (you know how to kill this guy from your encounter before) until he's down. Grab the 15,000 Gold, clear out the area of items and pick up the all-important Old Key. This opens the door at the far end. Unlock it but don't go through. Go all the way back to the gate switch and open the left-hand gate. Save your game before you go through.

Once you're through the gate tell Ashley to wait. Floor the first villager and hold until the others come around the corner. Then shoot the barrels over on the left. With them gone tell Ashley to hide in the container – she'll be safe there. Clear out the upper walkways but don't drop down into the central area just yet. There's another area you can drop down to first. There are a few items to pick up before you tackle the main fight. Drop into the centre (don't push the ladder down) and watch the cut-scene. As soon as you're in control climb the ladder and run to a safe vantage point. There are five villagers and two baghead ladies. The Sniper Rifle is effective against them so get some shots in while they're at a distance. You should get a Ruby from one and the Camp Key from another. This will open the door in the central area. Call Ashley and go through the door. Almost immediately on your right is another door that will take you through to a few secret rooms. Slash open the boarded up doorway to get through to the Red Gem (that completes the Elegant Mask). Drop down the hatch to get some more supplies. Go back out the door, run to the end of the path and quickly put Ashley in the container. Now take care of the large gang of villagers before moving on.

The main door ahead of you is protected by a retinal scanner, but you can go down the slope to the left to get to the save point. There's also a letter in this cabin. Opposite the cabin is another Merchant – sell the Ruby and the completed Elegant

Mask for an easy 30k. Tune the Rifle's firepower and capacity to Level 2. Now head on over to the cable cars (the path adjacent to the retinal scanner). Equip the Rifle and jump onto a car – you'll be attacked from both the left and the right. Get your sights up and concentrate on the on-coming cars. Zoom right in and take out the villagers. The next car will have two enemies, but you should be able to take them aim with one shot. Now zoom out and look to your left. There's a lone enemy. Take him out then swing back to the on-coming cars. There are two more groups of three coming (you can take three out with one shot) and then another on the left. If you leave the guys on the left to their own devices they'll jump onto your car and start hacking away at the chain. Simply shoot them off if they manage to get to you.

There are a few items in the control room but nothing major. Go down the steps and tell Ashley to wait. Run straight forwards. Turn the corner and hit the dyna-man to finish things off quickly. Pop the guy at the top of the ladder (give it time, he'll come) and grab the Yellow Cats-eye from the chest. Go back and get Ashley, then go down the steps to the merchant. There are a few items on his right that you can grab for free. You'll need to be healthy for the next section. Heal yourself up, save your game, and move on to the house at the end of the path (see 'Boss: Village Chief').

BOSS: VILLAGE CHIEF

Difficulty: Hard

Be ready for the **A** and **B/L** and **R** button bash in the cut-scene – this will enable you to get away and burn the boss. Whatever you do, stay away from him. His swing will really hurt, but you can use L and R to dodge some attacks. In this form his weak point is his spine, so run, turn and use the rifle to target this area. After a few shots throw an Incendiary Grenade at him. Then climb the ladder and target the red barrel on the ground. Blow this up to break him in two.

His second form is much faster. Keep an eye on where he's swinging to and fro. Stick to the Shotgun and Handgun as the Rifle is too slow. Flash Grenades will force him to the ground at which point you should slam him with the Shotgun. Keep out of the way and use the Shotgun when you can. Take into account that this room is full of items. Your prize for defeating him will be 30k and the False Eye.



ONTO THE CASTLE

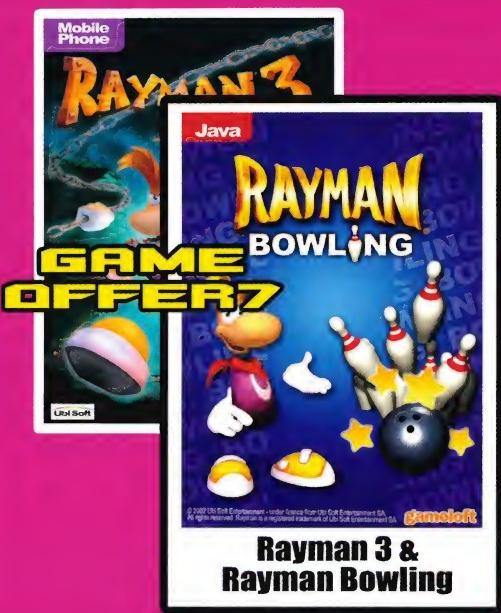
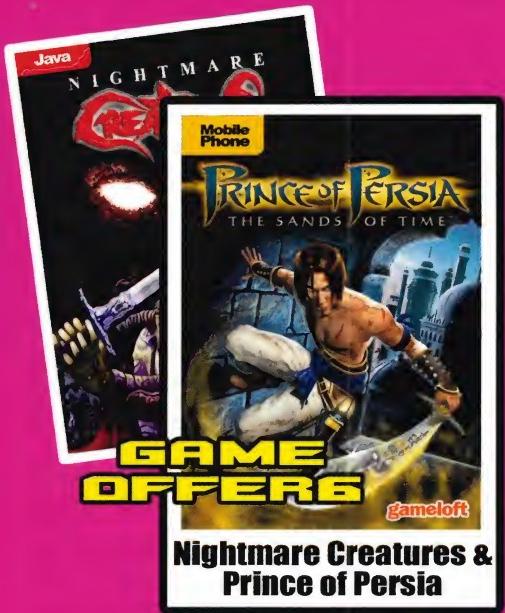
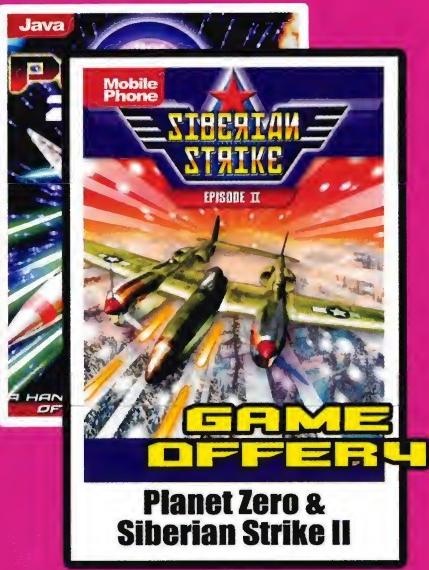
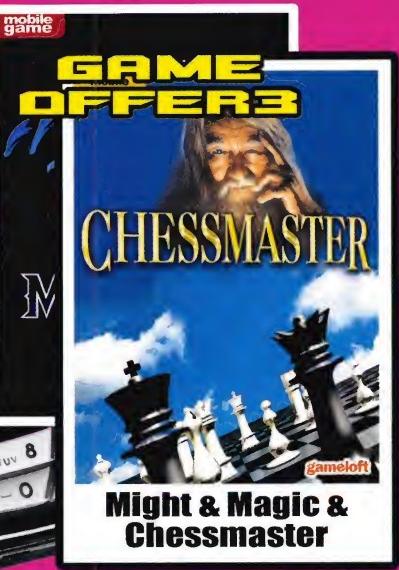
THE FIRE WILL have broken a hole in the side of the building. Jump out, grab Ashley and save your game. Use the False Eye to get past the retinal scanner. Stay where you are and get the Rifle out. Cap the three villagers, then slowly walk forwards. As soon as you're in control aim your sights and zoom right in. Quickly kill the driver to stop the van's progress. Grab the money from the van, then run to the top of the hill and turn. You can use the rifle to tear through the horde. Break open the two barrels just around the corner, then move on to the Castle. That, friends, is the first section of the game complete!

NEXT MONTH!

Check back with us next month for the second part of the guide. The Castle, the Island and the innermost secrets of the game. It's all right here!

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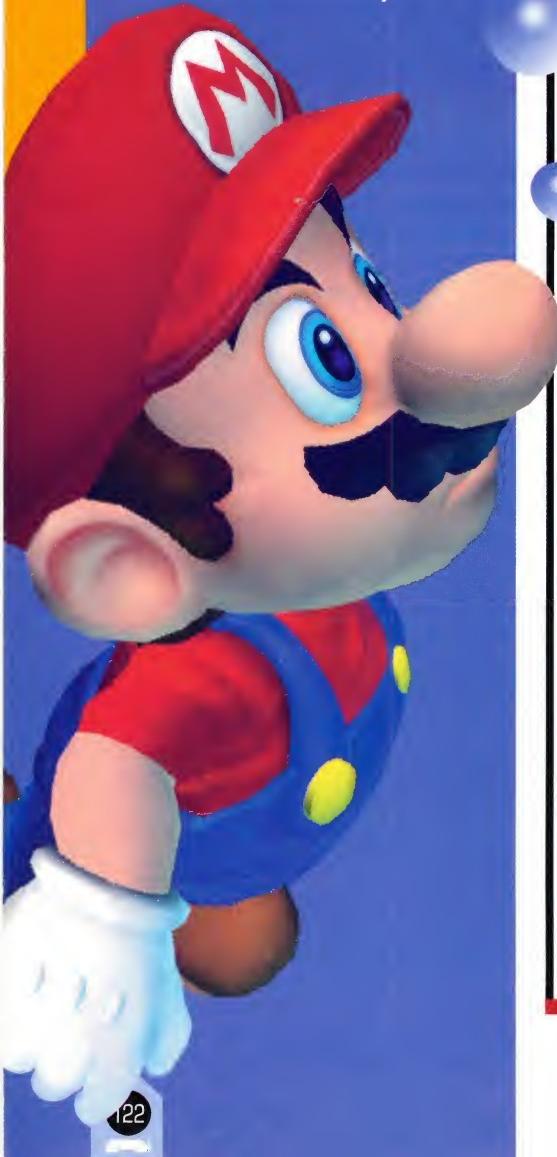
CUBE

DIRECTORY

ISSUE FORTY THREE



Your complete at-a-glance guide to every game CUBE has ever reviewed since the dawn of time. Now that's what we call *The Directory!*



GAME NAME	PUBLISHER	DEVELOPER	PLAYERS	ISSUE	REVIEW	RATING
■ 007 Everything Or Nothing	EA	In-house	1	29	PAL	8.2
■ 1080° Avalanche	Nintendo	NSTC	1-8	26	PAL	9.0
■ 18-Wheeler AM-PRO Trucker	Acclaim	In-house	1-2	8	PAL	4.4
■ 2002 FIFA World Cup	EA	In-house	1-4	13	PAL	8.2
■ Ace Golf	Eidos	Telenet Japan	1-4	12	PAL	8.1
■ Agent Under Fire	EA	In-house	1-4	9	PAL	6.4
■ Aggressive Inline	Acclaim	Z-Axis,	1-4	10	PAL	9.1
■ Alien Hominid	O3 Entertainment	The Behemoth	1-2	41	NTSC	8.9
■ Animal Crossing	Nintendo	In-house	1-4	37	PAL	8.0
■ Animal Leader	Nintendo	Saru Brunei	1	5	NTSC	7.5
■ Amazing Island	Sega	Sega	1-2	38	NTSC	7.4
■ Asterix & Obelix XXL	Atari	In-house	1	34	PAL	5.1
■ ATV 2	Acclaim	Climax	1-2	16	PAL	8.1
■ Barbarian	Virgin	Saffire	1-4	11	PAL	4.3
■ Baten Kaitos	Namco	Monolith Software	1	41	NTSC	8.6
■ Batman: Dark Tomorrow	Kemco	Hot Gen	1	20	PAL	3.9
■ Batman Vengeance	Ubi Soft	In-house	1	6	PAL	6.2
■ Battle Houshin	Koei	In-house	1	7	NTSC	7.0
■ Beach Spikers	Sega	AM2	1-4	10	PAL	8.0
■ Beyond Good & Evil	Ubisoft	In-house	1	29	PAL	9.4
■ Billy Hatcher And The Giant Egg	Sega	Sonic Team	1-4	26	PAL	7.0
■ Big Air Freestyle	Ubi Soft	In-house	1-2	14	PAL	4.2
■ Big Mutha Truckers	Empire	Eutechnyx	1	18	PAL	8.3
■ Bionicle	EA	Argonaut	1	25	PAL	4.4
■ Black & Bruised	Vivendi	Digital Fiction	1-2	20	PAL	6.8
■ Blood Omen 2	Eidos	Crystal Dynamics	1	15	PAL	7.7
■ BloodRayne	Vivendi	Terminal Reality	1	19	PAL	4.0
■ Bloody Roar: Primal Fury	Activision	Eighting	1-2	6	PAL	7.0
■ BMX XXX	Acclaim	Z-Axis	1-2	14	PAL	4.5
■ Bomberman Generation	Majesco	Hudson Soft	1-4	8	NTSC	8.0
■ Buffy: Chaos Bleeds	Vivendi	Eurocom	1-2	25	PAL	7.9
■ Burnout 2: Point Of Impact	Acclaim	Criterion	1-2	19	PAL	9.3
■ Burnout	Acclaim	Criterion	1-2	6	PAL	8.4
■ Call Of Duty: Finest Hour	Activision	Spark Unlimited	1	40	PAL	6.6
■ Capcom Vs SNK: EO	Capcom	In-house	1-2	9	PAL	8.2
■ Carmen Sandiego	Acclaim	Bam!	1	30	PAL	7.0
■ Catwoman	EA	Argonaut	1	35	PAL	4.0
■ Cel Damage	EA	In-house	1-2	6	PAL	4.3
■ Conan	TDK	Cauldron	1	32	PAL	4.2
■ Conflict: Desert Storm	Sci	Pivotal	1-4	18	PAL	8.2
■ Conflict Desert Storm 2	Sci	Pivotal	1-2	25	PAL	8.5
■ Crash Bandicoot	Vivendi	Eurocom	1	13	PAL	5.6

Adventure/RPG

Puzzle/Party

Fighting

Sports

Racing

Shoot-'em-up

Action

EVERY GAME REVIEWED IN CUBE, GATHERED RIGHT HERE

GAME NAME	PUBLISHER	DEVELOPER	PLAYERS	ISSUE	REVIEW	RATING
■ Crash Nitro Kart	Vivendi	Vicarious Visions	1-8	27	PAL	4.8
■ Crazy Taxi	Acclaim	In-house	1	6	PAL	7.3
■ Cubic Lode Runner	Hudson	In-House	1	23	NTSC	6.2
■ Custom Robo Battle Revolution	Nintendo	Noise	1-4	31	NTSC	8.5
■ Dakar 2	Acclaim	In-house	1-2	17	PAL	9.0
■ Dark Summit	THQ	Radical	1-2	8	PAL	6.2
■ Dave Mirra Freestyle BMX 2	Acclaim	Z-Axis	1-2	6	PAL	7.4
■ Dead To Rights	EA	Namco	1	22	PAL	6.8
■ Defender	Midway	In-house	1-2	17	PAL	4.0
■ Def Jam Vendetta	EA	AKI	1-4	19	PAL	8.9
■ Def Jam: Fight For New York	EA	Ari	1-4	37	PAL	9.2
■ Die Hard: Vendetta	Vivendi	Bits Studios	1	13	PAL	8.2
■ Disney's Extreme Skate Adventure	Activision	Neversoft	1	24	PAL	7.0
■ Disney's Magical Mirror	Nintendo	Capcom	1	11	PAL	5.9
■ Disney Sports Skateboarding	Konami	In-house	1	12	PAL	4.6
■ Disney's Tarzan Freeride	Disney Int.	Ubi Soft	1	6	PAL	5.0
■ Donald Duck: Quack Attack	Ubi Soft	In-house	1	6	PAL	6.2
■ Donkey Konga	Nintendo	Namco	1-4	28	NTSC	9.2
■ Donkey Konga	Nintendo	In-house	1-4	37	PAL	9.0
■ Donkey Konga Volume 2: HSP	Nintendo	Namco	1-4	35	NTSC	9.2
■ Donkey Kong: Jungle Beat	Nintendo	In-House	1	41	PAL	8.0
■ Doshin The Giant	Nintendo	In-house	1	12	PAL	7.4
■ Dragon Ball Z: Budokai	Atari	Dimp	1-2	26	PAL	4.5
■ Dragon's Lair 3D	THQ	Dragonstone	1	32	PAL	4.0
■ Dream Mix TV World Fighters	Hudson	Eighting	1-4	30	NTSC	3.4
■ Dr Muto	Midway	In-house	1	17	PAL	5.0
■ Driven	Bam!	In-house	1-2	6	PAL	7.0
■ Egg Mania	Kemco	Hot Gen Studios	1-4	11	PAL	5.2
■ Enter The Matrix	Infogrames	Shiny	1	20	PAL	6.8
■ ESPN INT Winter Sports '02	Konami	In-house	1-2	6	PAL	6.0
■ Eternal Darkness	Nintendo	Silicon Knights	1	12	PAL	9.3
■ F1 2002	EA	In-house	1-2	9	PAL	7.6
■ F1 Career Challenge	EA Sports	In-house	1	21	PAL	6.4
■ FIFA 2005	EA	EA Sports	1-4	38	PAL	7.0
■ FIFA 2004	EA	EA Canada	1-4	26	PAL	8.9
■ FIFA Football 2003	EA	In-house	1-4	13	PAL	8.2
■ Final Fantasy: Crystal Chronicles	Nintendo	Games Des. Studio	1-4	30	PAL	9.0
■ Finding Nemo	THQ	Traveller's Tales	1	24	PAL	6.1
■ Fireblade	Midway	Avalanche	1	16	PAL	6.5
■ Freedom Fighters	EA	IO Interactive	1-4	24	PAL	8.0
■ Freekstyle	EA	Hypnos Ent	1-2	12	PAL	7.4
■ F-Zero GX	Nintendo	Amusement Vision	1-4	23	NTSC	9.4
■ Future Tactics: The Uprising	Crave	Zed Two	1-2	38	PAL	6.5
■ Gauntlet: Dark Legacy	Midway	In-house	1-4	10	PAL	4.4
■ Ghost Recon	Ubi Soft	Red Storm	1-2	18	PAL	6.5
■ Giftopia	Nintendo	Skip Ltd.	1	20	NTSC	7.5
■ Gladius	Lucasarts	In-house	1	26	PAL	6.5
■ Goblin Commander	Jaleco	In-house	1	30	PAL	6.2
■ Godzilla: DAMM	Infogrames	Pipeworks Studios	1-4	13	PAL	4.0
■ GoldenEye: Rogue Agent	EA	EA LA	1-4	40	PAL	5.9
■ GPX Cyber Formula	Sunrise	In-house	1-4	37	NTSC	6.1
■ GT Cube	MTO	In-House	1	22	NTSC	4.9
■ Harry Potter: COS	EA	Eurocom	1	14	PAL	7.0
■ Harry Potter: Prisoner Of Azkaban	EA	EA	1-4	34	PAL	6.8
■ Harry Potter: Quidditch World Cup	EA Games	In-house	1-2	27	PAL	6.5
■ Harvest Moon: A Wonderful Life	Ubisoft	Natsume	1	31	PAL	9.0

TOP FIVE GAMING PHRASES

Or: Stuff That Gets Shouted When Not Shouting About The 'Xbrick' In An Attempt To Be 'Funny'.



1 YOU'VE GOT NOTHING TO OFFER
Suggests the other player is merely making up the numbers. Remember to stress the 'nothing' (important) and use question variant: "What exactly have you got to offer?" Pointing is optional.



2 CHEAP
Began as the infamous *Pro Evo 4* cheap goal. Normally heard as part of "I can't believe you went for the cheap goal!" but slowly extending to excessively scrubby *Street Fighter* tactics. You know who you are.



3 JIPPED!
When everything fails to the other player and the game just doesn't want you to win. Becoming increasingly common as an excuse for how much you suck: "I didn't lose, I was JIPPED!"



4 PASTY PAD
When the greasy pad affects in-game performances. Always denoted in Pasty Levels, with the barely noticeable Pasty Level 1 while Pasty Level 10 is you actually playing with a pastry. See also 'pasty hands'.



5 STAT SHOT
Shooting from long-range so you can use half-time stats to defend yourself: "I've had 10 shots and I haven't scored! I've been JIPPED!" Or, getting a red card with five minutes left: "I won with TEN men!"

TOP FIVE REJECTED SCREENSHOTS

Instead of the crème de la crème of screenshots that usually float to the top of CUBE's water, what you see here are rejected turds (poo also floats!).



RESIDENT EVIL 4

Here we are, shooting a floor. Is there an exciting story behind this? No. There was no confusion over what button to press, no enemy dodging out the way. We just wanted to see what happened. Nothing did. Such is life.



GOLDENEYE: ROGUE AGENT

There's a story behind this screenshot. Tim and Ryan, both playing *GoldenEye*, both being awesome. "What's that bridge?" asks Ryan. "I don't know. Let's find out!" says Tim. Six seconds later, this happens. Oh.



ELF: THE MOVIE

Buddy slides towards New York as banners mark distance in what must be units of Elf space. He's greeted with this New York banner upon arrival. Words escape us (except one that we're not allowed to print).



MARIO POWER TENNIS

It's tennis, it's a female tennis player, it's a fruity camera angle... oh dear god, please, no. Too late! We already have! It's Princess Daisy's buttocks. We once had a dream about this picture where... no, let's not.



FIFA STREET

As pointless as it is entertaining. Except it's not entertaining yet it is pointless, rendering that last sentence somewhat pointless too. Was that sentence entertaining though? We don't know. We just want to go home and eat biscuits.

GAME NAME	PUBLISHER	DEVELOPER	PLAYERS	ISSUE	REVIEW	RATING
■ Hitman 2	Eidos	IO Interactive	1	21	PAL	7.9
■ Hulk	Vivendi	Radical	1	21	PAL	6.4
■ Ikaruga	Atari	Treasure	1-2	17	PAL	9.0
■ I-Ninja	Namco	Argonaut	1	30	NTSC	7.5
■ ISS 2	Konami	Major A	1-4	6	PAL	8.2
■ ISS 3	Konami	KCEO	1-4	21	PAL	4.9
■ Jedi Knight II: Jedi Outcast	Activision	LucasArts	1	14	PAL	4.7
■ Jikkou Powerful Pro Baseball 11	Konami	In-house	1-2	37	NTSC	8.1
■ Jimmy Neutron: Boy Genius	THQ	In-house	1	18	PAL	4.0
■ Judge Dredd: D Vs D	Vivendi	Rebellion	1-4	27	PAL	7.5
■ Kelly Slater's Pro Surfer	Activision	Treyarch	1-2	11	PAL	7.6
■ King Arthur	Konami	Krome	1-2		PAL	4.3
■ Kinniku Man 2	Bandai	AKI	1-4	16	NTSC	8.9
■ Kirby Air Ride	Nintendo	In-house	1-4	30	PAL	7.0
■ Knights Of The Temple	TDK	Star Breeze	1	31	PAL	5.5
■ Knockout Kings 2003	EA	In-house	1-2	14	PAL	7.9
■ Kururin Squash	Nintendo	Eighting	1-4	40	NTSC	7.8
■ Legend Of Golfer	Nintendo	Seta	1-4	35	NTSC	7.0
■ Lemony Snicket's A Series Of...	Activision	Amaze	1	41	PAL	5.6
■ LOZ: Four Swords Adventures	Nintendo	In-house	1-4	38	PAL	7.8
■ Legend Of Zelda: Four Swords +	Nintendo	In-House	1-4	32	NTSC	9.4
■ Legend Of Zelda: Wind Waker	Nintendo	In-house	1	19	PAL	9.5
■ Legends Of Wrestling 2	Acclaim	In-house	1-4	15	PAL	4.0
■ Legends Of Wrestling	Acclaim	In-house	1-4	7	PAL	4.6
■ Looney Tunes Back In Action	EA	Warthog	1	31	PAL	6.0
■ Lost Kingdoms	Activision	From Software	1	8	PAL	7.0
■ LOTR: Return Of The King	EA	In-house	1-2	26	PAL	5.8
■ LOTR: The Two Towers	EA	In-house	1	16	PAL	7.7
■ LOTR: The Third Age	EA	In-house	1	38	PAL	8.5
■ Luigi's Mansion	Nintendo	In-house	1	6	PAL	7.8
■ Madden NFL 2005	EA	EA Sports	1-4	38	PAL	8.9
■ Madden 2004	EA Sports	In-house	1-4	23	PAL	8.8
■ Mario Golf: Toadstool Tour	Nintendo	Camelot	1-4	33	PAL	8.0
■ Mario Power Tennis	Nintendo	Camelot	1-4	42	PAL	8.5
■ Mario Kart: Double Dash!	Nintendo	In-house	1-16	26	PAL	9.4
■ Mario Party 6	Nintendo	Hudson	1-4	42	PAL	6.9
■ Mario Party 4	Nintendo	Hudson	1-4	13	PAL	9.0
■ Mario Party 5	Nintendo	Hudson	1-4	27	PAL	7.0
■ Mario Party 6	Nintendo	Hudson	1-4	40	NTSC	7.3
■ Mario Power Tennis	Nintendo	Camelot	1-4	40	PAL	7.9
■ Matt Hoffman's Pro BMX 2	Activision	Rainbow Studios	1-2	11	PAL	8.2
■ Medal Of Honor: Frontline	EA	In-house	1-4	14	PAL	8.6
■ Medal Of Honor: Rising Sun	EA	In-house	1-4	25	PAL	9.0
■ Medabots Infinity	Ubisoft	Natsume	1-2	38	PAL	4.0
■ Mega Man Anniversary Collection	Capcom	Atomic Planet	1	36	PAL	8.5
■ Mega Man Network Transmission	Capcom	In-House	1	22	PAL	7.9
■ Mega Man X: Command Mission	Capcom	In-house	1	39	PAL	8.2
■ Men In Black II: Alien Escape	Infogrames	Melbourne House	1	16	PAL	4.2
■ Metal Arms	Vivendi Universal	Swingin' Ape Studios	1-4	27	PAL	7.9
■ Metal Gear Solid: The Twin Snakes	Konami	Silicon Knights	1	30	PAL	8.9
■ Metroid Prime	Nintendo	Retro Studios	1	17	PAL	9.6
■ Metroid Prime 2: Echoes	Nintendo	Retro Studios	1-4	39	PAL	9.6
■ Micro Machines	Infogrames	Sheffield House	1-4	16	PAL	5.2
■ Minority Report	Activision	Treyarch	1-2	15	PAL	5.0
■ Mission: Impossible OS	Atari	Melbourne House	1	31	PAL	6.7
■ Mobile Suit Gundam: Pilot's Locus	Bandai	In-House	1	32	NTSC	5.8
■ MSG: Gundam Vs Zgundam	Bandai	Capcom	1-4	41	NTSC	6.6

EVERY GAME REVIEWED IN CUBE, GATHERED RIGHT HERE

GAMECUBE

GOT A GAMECUBE? THEN YOU NEED THESE TEN GAMES!

GAME NAME	PUBLISHER	DEVELOPER	PLAYERS	ISSUE	REVIEW	RATING
Mortal Kombat: DA	Midway	In-house	1-2	15	PAL	8.6
Mr Driller Drill Land	Namco	In-house	1-2	17	NTSC	8.8
MX Superfly	THQ	Pacific Coast	1-2	11	PAL	7.1
Naruto 2	Tomy	Eighting	1-4	31	NTSC	7.0
NBA 2K3	Infogrames	Nintendo	1-4	8	PAL	6.8
NBA Live 2004	EA	In-house	1-4	26	PAL	7.3
NBA Live 2005	EA Sports	EA Canada	1-4	39	PAL	8.0
NBA Street	EA	NFX	1-2	6	NTSC	8.4
Need For Speed: Hot Pursuit 2	EA	In-house	1-2	12	PAL	5.3
Need For Speed: Underground	EA	Black Box	1-2	26	PAL	6.5
Need For Speed Underground 2	EA	EA Canada	1-2	39	PAL	7.1
NFL Quarterback Club 2002	Acclaim	In-house	1-8	4	PAL	6.1
NBA Street V3	EA	EA Big	1-4	42	PAL	6.8
NFL Street	EA	EA Big	1-2	29	PAL	8.6
NHL 2005	EA	EA	1-4	37	PAL	8.7
NHL 2004	EA	EA Sports	1-4	24	PAL	8.5
NHL Hit 2002	Midway	Blackbox Games	1-4	6	PAL	8.4
NHL Hit 2003	Midway	In-house	1-4	14	PAL	8.4
NHL Hit 20-03	Midway	Blackbox	1-4	11	NTSC	8.6
NFL Street 2	EA	EA Big	1-4	42	PAL	8.0
Nightfire	EA	In-house	1-4	14	PAL	7.9
Nintendo Puzzle Collection	Nintendo	In-house	1-4	17	NTSC	7.0
One Piece Treasure Battle	Bandai	In-house	1-4	15	NTSC	5.8
Outlaw Golf	THQ	Hypnotix	1-2	19	PAL	7.9
Pac-Man Fever	Namco	In-house	1-4	12	PAL	5.7
Pac-Man Vs	Namco	In-house	1-4	28	NTSC	8.8
Pac-Man World 2	Namco	In-house	1	16	PAL	4.2
Pac-Man World 2 (import)	Namco	In-house	1	5	NTSC	6.1
Paper Mario: Thousand Year Door	Nintendo	Intelligent Systems	1	36	NTSC	9.4
Paper Mario: Thousand Year Door	Nintendo	Intelligent Systems	1	39	PAL	9.0
Phantasy Star Online I-II	Infogrames	Sonic Team	1-4	16	PAL	7.5
Phantasy Star Online III C.A.R.D.	Sega	In-house	1-2	33	PAL	6.0
Pikmin	Nintendo	In-house	1	7	PAL	9.0
Pikmin 2	Nintendo	In-house	1-2	37	PAL	9.3
Pitfall: The Lost Expedition	Edge Of Reality	In-house	1	30	PAL	7.8
P.N.03	Capcom	In-House	1	23	PAL	8.2
Pokémon Box	Nintendo	In-house	1	21	NTSC	2.9
Pokémon Channel	Nintendo	In-house	1	30	PAL	8.0
Pokémon Colosseum	Nintendo	Genius Sonority	1-4	32	PAL	8.6
Pool Paradise	Ignition Ent.	Awesome Studios	2	31	PAL	8.0
Prince Of Persia: Sands Of Time	Ubisoft	Ubisoft Montral	1	29	PAL	9.3
Prince Of Persia: Warrior Within	Ubisoft	In-house	1	40	PAL	9.0
Pro Rally	Ubi Soft	In-house	1-2	13	PAL	5.9
Puyo Pop Fever	Sega	Sonic Team	1-4	30	PAL	7.8
R: Racing Evolution	EA	Namco	1-2	29	PAL	8.4
Rainbow Six 3	Ubisoft	In-house	1-2	34	PAL	8.2
Rally Championship	SCi	Warthog	1-4	17	PAL	6.8
Rayman 3 Hoodlum Havoc	Ubi Soft	In-house	1	16	PAL	8.1
Red Faction II	THQ	Cranky Pants Games	1-4	20	PAL	7.8
Redcard	Midway	Point Of View	1-2	9	PAL	7.2
Reign Of Fire	Bam!	In-house	1-2	13	PAL	8.0
Resident Evil 2	Capcom	In-house	1	9	PAL	6.0
Resident Evil	Capcom	In-house	1	10	PAL	9.0
Resident Evil Code: Veronica X	Capcom	In-house	1	30	PAL	7.1
Resident Evil: Nemesis	Capcom	In-house	1	19	PAL	7.0
Resident Evil Zero	Capcom	In-house	1	16	PAL	9.0

Adventure/RPG

Puzzle/Party

Fighting

Sports

Racing

Shoot-'em-up

Action

TOP 10

GOT A GAMECUBE? THEN YOU NEED THESE TEN GAMES!

01



9.8
RESIDENT EVIL 4

2005/CAPCOM

02



9.7
METROID PRIME 2: EHCOES

2004/NINTENDO

03



9.5
LOZ: WIND WAKER

2002/NINTENDO

04



9.5
TIMESPLITTERS 2

2002/NINTENDO

05



9.4
ZELDA: FOUR SWORDS +

2004/NINTENDO

06



9.4
MARIO KART: DOUBLE DASH!!

2003/NINTENDO

07



9.4
PAPER MARIO 2

2004/NINTENDO

08



9.4
BEYOND GOOD & EVIL

2003/UBISOFT

09



9.4
SUPER MARIO SUNSHINE

2002/NINTENDO

10



9.4
F-ZERO GX

2002/NINTENDO

SIGMUND FROOD (OUT OF BILL AND TED) AND HIS AMAZING PSYCHOLOGICAL ADVENTURES

Every month Dr Frood investigates the motivations that drive your gaming heroes. This month his victim is...



PRINCESS PEACH TOADSTOOL

Kidnapped more times than the President's daughter and necessitating enough rescue attempts to have Andy McNab hammering "FFS" into his camouflaged keyboard on SAS forums, it appears Princess Peach has had a tough life. Always in peril, always in danger, always under threat. Or is she? (At this point I stroke my chin whiskers in a manner that is both intriguing and deeply alluring. Even to men. Especially to men.)

I believe she has never been kidnapped. Princess Peach demonstrates all the classic symbols of a beaten girlfriend who doesn't have the courage to stand up to her bully, her persecutor, her Mario. Thus, she runs away.

Consider: the people live peacefully under the rule of Bowser, who Peach turns to for support. Yet Mario forces her to return, ruthlessly murdering Bowser's subjects in the process. The question I pose is this. Are these the actions of a hero or a bully?

Consider: she regularly changes her hair colour. Not as merely cosmetic as it first seems, this is in fact a subconscious search for a new identity, hopefully finding one that pleases her oppressor Mario.

Consider: would anyone really get kidnapped as many times as Peach? The answer is no. Even the most relentless kidnapper will have learnt that she's more trouble than she's worth as Mario always wins her back. Therefore, no-one wants to kidnap Peach.

So next time Peach is kidnapped and ends the game with a generic "Oh Mario, I'm so glad you saved me!" line, remember that what she's really thinking is: "If I pretend I'm really pleased to see Mario, maybe he won't beat me!" 'Til the next time, cupcakes.



GAME NAME	PUBLISHER	DEVELOPER	PLAYERS	ISSUE	REVIEW	RATING
■ Resident Evil 4	Capcom	In-house	1	42	PAL	9.8
■ Robotech: Battlecry	TDK	Mediactive	1-2	13	NTSC	8.0
■ Rock Man EXE Transmission	Capcom	Akira	1	18	PAL	8.0
■ Rocky	Rage	Steel Monkeys	1-2	1	PAL	8.3
■ Rogue Ops	Kemco	Bits Studio	1	28	PAL	8.1
■ Rogue Squadron III: Rebel Strike	Activision	Factor 5	1-2	26	PAL	9.0
■ R: Racing Evolution	EA	Namco	1-2	29	PAL	8.4
■ Samurai Jack: The Shadow Of Aku	Sega	Adrenium Games	1	33	PAL	6.1
■ Scooby Doo!	THQ	Heavy Iron Studios	1-2	13	PAL	5.2
■ Scooby Doo Mystery Mayhem	THQ	Art. Mind & Move	1	31	PAL	6.6
■ Second Sight	Codemasters	Free Radical	1	36	PAL	8.6
■ Sega Soccer Slam	Sega	Blackbox Games	1-4	11	PAL	9.0
■ Serious Sam: Second Encounter	Take 2	Climax	1-4	32	PAL	8.0
■ Shark Tale	Activision	Edge Of Reality	1	39	PAL	6.8
■ Shikigami No Shiro II	KSG	Alfa System	1-2	27	NTSC	7.2
■ Shrek 2	Activision	Luxoflux	1-4	34	PAL	7.8
■ Simpsons Road Rage	EA	Radical Ent	1-2	6	PAL	7.5
■ Smashing Drive	Namco	Point Of View	1-2	5	PAL	3.8
■ Skies Of Arcadia Legends	Sega	Overworks	1	20	PAL	9.0
■ Summoner: A Goddess Reborn	THQ	Volition	1	17	PAL	6.0
■ Smuggler's Run: Warzones	Take Two	Rockstar	1-4	1	PAL	7.1
■ Sonic Adventure 2: Battle	Sega	Sonic Team	1-2	6	PAL	7.6
■ Sonic Adventure DX	Sega	Sonic Team	1	20	PAL	6.1
■ Sonic Mega Collection	Sega	In-house	1-2	15	PAL	8.0
■ Sonic Heroes	Sega	Sonic Team	1-4	29	PAL	7.0
■ Soul Calibur II	Nintendo	Namco	1-2	24	NTSC	9.2
■ Spawn: Armageddon	EA/Namco	Point Of View	1	30	PAL	5.3
■ Speed Kings	Acclaim	Climax	1-2	21	PAL	6.7
■ Sphinx And The Cursed Mummy	THQ	Eurocom	1	29	PAL	8.7
■ Spider-Man 2	Activision	Treyarch	1	35	PAL	8.8
■ Spider-Man: The Movie	Activision	Treyarch	1	7	PAL	6.0
■ Splinter Cell	Ubi Soft	In-house	1	19	PAL	8.8
■ Splinter Cell: Pandora Tomorrow	Ubisoft	In-House	1	35	PAL	8.5
■ SpongeBob SquarePants: BFBB	THQ	Heavy Iron	1	29	PAL	6.8
■ SpyHunter	Midway	Point Of View	1-2	7	PAL	5.9
■ Spyro: A Hero's Tail	Vivendi Universal	Eurocom	1	39	PAL	6.8
■ SSX Tricky	EA	EA Big	1-2	7	PAL	8.0
■ SSX3	EA	EA Big	1-2	25	PAL	9.3
■ Starfox Adventures	Nintendo	Rare	1	12	NTSC	9.4
■ Star Soldier	Hudson	In-House	1	23	NTSC	7.1
■ Star Wars: Bounty Hunter	Activision	LucasArts	1	15	PAL	6.9
■ Star Wars: Rogue Leader	Activision	Factor 5	1	6	PAL	9.1
■ Star Wars: The Clone Wars	Activision	LucasArts	1-4	13	PAL	6.7
■ Street Racing Syndicate	Namco	Eutechnyx	1-2	41	NTSC	7.3
■ Super Robot	Taisen Banpresto	In-house	1	42	NTSC	6.7
■ Super Bubble Pop	Jaleco	Runecraft	1-2	18	PAL	5.5
■ Supercross World	Acclaim	In-house	1-4	9	PAL	4.6
■ Superman: Shadow Of Apokolips	Atari	Sheffield House	1	21	PAL	6.5
■ Super Mario Sunshine	Nintendo	In-house	1	10	NTSC	9.4
■ Super Monkey Ball	Sega	Amusement Vision	1-4	6	PAL	9.0
■ Super Monkey Ball 2	Sega	Amusement Vision	1-4	16	PAL	9.1
■ Super Smash Bros Melee	Nintendo	In-house	1-4	11	PAL	8.3
■ SX Superstar	Acclaim	Climax	1-2	21	PAL	4.8
■ Tak And The Power Of Juju	THQ	Avalanche	1	30	PAL	8.6
■ Tales Of Symphonia	Namco	In-house	1-4	37	PAL	8.0
■ Tak 2: The Staff Of Dreams	THQ	Avalanche Software	1	42	PAL	8.1
■ Taz Wanted	Infogrames	Blitz Games	1-2	11	PAL	5.6

EVERY GAME REVIEWED IN CUBE, GATHERED RIGHT HERE

TIMMY TIME! (DO, DO, DO, DO, DO)

GAME NAME	PUBLISHER	DEVELOPER	PLAYERS	ISSUE	REVIEW	RATING
Teenage Mutant Ninja Turtles	Konami	Konami	1-2	31	PAL	6.0
TMNT2: Battle Nexus	Konami	Konami	1-2	43	PAL	4.4
Terminator 3: The Redemption	Atari	Paradigm	1	37	PAL	6.0
Tetris Worlds	THQ	Radical	1-4	11	PAL	4.7
The Hobbit	Vivendi	Inevitable Studios	1	26	PAL	7.1
The Incredibles	THQ	Heavy Iron Software	1	40	PAL	6.0
The Italian Job: LA Heist	Eidos Interactive	Climax	1-2	23	PAL	8.0
The Polar Express	THQ	Blue Tongue	1	40	PAL	3.8
The Simpsons: Hit & Run	Vivendi	Radical	1	26	PAL	7.4
The Sims	EA	Maxis	1-2	18	NTSC	8.6
The Sims: Bustin' Out	Electronic Arts	Maxis	1-2	27	PAL	8.2
Ty The Tasmanian Tiger	EA	Krome Studios	1	13	PAL	4.8
The Urbz: Sims In The City	EA	In-house	1-2	39	PAL	8.3
Tiger Woods 2004	EA	In-house	1-4	24	PAL	8.8
Tiger Woods PGA Tour 2005	EA	EA	1-4	37	PAL	9.1
Tiger Woods PGA Tour 2003	EA	In-house	1-2	14	PAL	9.0
TimeSplitters 2	Eidos	Free Radical	1-4	11	PAL	9.5
TimeSplitters: Future Perfect	EA	Free Radical	1-4	43	PAL	9.0
Tony Hawk's Pro Skater 3	Activision	Neversoft	1-2	6	PAL	8.6
Tony Hawk's Pro Skater 4	Activision	Neversoft	1-2	3	PAL	9.2
Tony Hawk's Underground	Activision	Neversoft	1-2	26	PAL	9.0
Tony Hawk's Underground 2	Activision	Neversoft	1-2	38	PAL	9.3
Top Angler	Xicat	Sims Co	1	21	PAL	4.9
Top Gun: Combat Zones	Virgin	Digital Integration	1	10	PAL	6.9
True Crime Streets Of LA	Activision	Luxoflux	1	26	PAL	6.9
Turok Evolution	Acclaim	In-house	1-4	11	PAL	6.1
Ty 2: Bush Rescue	EA	Krome Studios	1-2	38	PAL	8.0
UFC Throwdown	Ubi Soft	Crave	1-4	11	PAL	6.4
Universal Studios	Kemco	In-house	1	6	PAL	3.0
UEFA Champions League	EA	EA Canada	1-2	42	PAL	7.1
Urban Freestyle Soccer	Acclaim	Silicon Dreams	1-4	30	PAL	3.6
Vexx	Acclaim	In-house	1	18	PAL	7.0
Viewtiful Joe	Capcom	In-house	1	25	PAL	8.6
Viewtiful Joe 2	Capcom	Clover Studios	1	41	NTSC	9.1
Virtua Fighter Cyber Generation	Sega	Sega	1	38	NTSC	5.8
Virtua Striker 3 Version 2002	Sega	Amusement Vision	1-2	8	PAL	8.4
V-Rally 3	Atari	Eden	1-4	21	PAL	7.8
Wario Ware Inc Mega Party Games	Nintendo	Nintendo	1-4	36	PAL	8.9
Wario World	Nintendo	Treasure	1	22	PAL	6.2
Waverace: Blue Storm	Nintendo	NSTC	1-4	6	PAL	8.9
Winning Eleven 6	Konami	In-house	1-4	17	NTSC	9.2
World Racing	TDK	Synetic	1-4	33	PAL	5.0
Worms 3D	Sega	Team 17	1-4	25	PAL	8.3
Worms Blast	Ubi Soft	Team 17	1-2	7	PAL	7.8
Wreckless: Yakuza Missions	Activision	Broadsword	1-2	15	PAL	2.5
Wrestlemania WWE X8	THQ	Yukes	1-4	12	PAL	6.7
WTA Pro Tennis Tour	Konami	In-house	1-4	12	PAL	4.5
WWE: Crush Hour	THQ	Jakks Pacific	1	21	PAL	6.8
WWE Day Of Reckoning	THQ	Yukes	1-4	36	PAL	9.1
WWE: Wrestlemania XIX	THQ	Yukes	1-4	25	PAL	6.9
XC3: Extreme G Racing	Acclaim	In-house	1-4	6	PAL	8.2
XGRA	Acclaim	ACC. Entertainment	1-2	23	PAL	9.0
XIII	Ubi Soft	In-house	1	26	PAL	8.2
X-Men Legends	Activision	Raven	1-4	38	PAL	8.0
X-Men 2: Wolverine's Revenge	Activision	Genepool	1	20	PAL	7.0
X-Men: Next Dimension	Activision	Exact Ent	1	15	PAL	5.6
Zoocube	Acclaim	Coyote	1-4	9	PAL	7.0

Adventure/RPG

Puzzle/Party

Fighting

Sports

Racing

Shoot-'em-up

Action

SOMETHING AWESOME HAPPENED

last month. Well I suppose, depending on your standpoint, it was either awesome or really, really nerdish. I can't decide. Here's what happened and excuse me for the name dropping:

It was a Friday, there was me, Ryan, Luke (LamesTM), Mart (ShamesTM), Rick (BlamesTM), Will (PLAY), Nick (PLAY), Ian Dean (XBM), Mike (XBM) and wee Leo Tan, the only PR monkey we know who can actually play games. We met for drinks, we got a carry-out and retired to Will and Luke's fabulous abode (actually it's a three bedroom flat, but still it's pretty big and Will, being the responsible 30-year-old he now is, had tidied).

Consoles were powered up, arcade sticks borrowed from work were plugged in, complaints were made about the sticks so one was taken out and replaced with a pad (which later became the pastiest of all pads) and we played *Street Fighter III: Third Strike* all night.

Roses were parried, basketballs were ripped apart and the cries of "Cheap!" reverberated down to the poor old lady who lives in the flat below. Mad skills were on display, Ryan scored two double perfects on Rick, Deano wouldn't let anyone have a go, I apparently tried to order pepperoni pizza with feet (I can't remember), there were parries into super-cancels, incredible Hugo versus Alex matches, god-awful Ken versus Ryu battles and Q blew everything up. Like I said – awesome! Yep, definitely decided on awesome.

Then Will showed me footage of an American AC-130 gunship attacking a small village in Afghanistan during the American invasion after 9/11. Gunners were whooping and hollering, confident that the people on the ground couldn't harm them in any way because theor gunship was flying at 30,000 feet – nobody can throw a rock that high. Kinda put things in perspective. Hmm.



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ISSUE THIRTY SEVEN

Go monkey crazy with the first PAL review of *Donkey Konga*, watch the **CUBE** team banging away... on bongos and all sorts of the usual stuff. You know reviews and all that stuff that gets done at the last minute.



ISSUE FORTY

Mario hits the net which lets us create a racket while we discuss whether this is better than the original. Plus the first news of the DS launch and the first reviews of the launch games. And the DVD gets bigger with even more stuff.



ISSUE THIRTY EIGHT

Hey hey! What about you? In this **CUBE** there's *Mega Man*, *Call of Duty*, *Four Swords*, *THUG2*, *LOTR: The Third Age*, and, and oh you know it – Ty's back! Yay... *Wario Ware* and *Pikmin* cheats, plus Big Boy Barry!



ISSUE FORTY ONE

10 pages on *Resident Evil 4*! A whole DVD dedicated to *Resident Evil* through the ages and blood smeared across the cover. Plus VJ2 review, loads of DS stuff and we've got some uplifting features. Welcome to 2005.



ISSUE THIRTY NINE

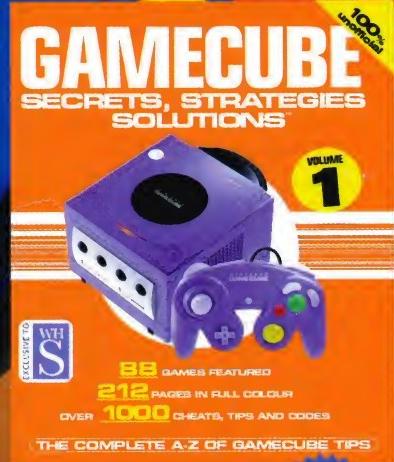
Spread over six pages we deconstruct *Metroid Prime 2* with a spoiler free review. Elsewhere – the DS! Hands on in-depth with Nintendo's new toy. PAL *Paper Mario* 2 review, and an interview with Monica Bellucci on the DVD.



ISSUE FORTY TWO

The one with the *Resi 4* review and the re-scoring of *Mario Power Tennis* because Chandra's such a frickin' fanboy. Plus the feature that Ryan worked so hard-on that he almost went blind and some DS stuff is in here too.

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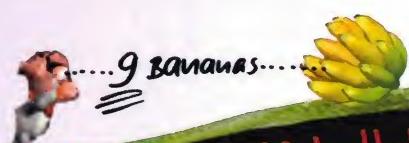


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ADVANCE WARS: UNDER FIRE

⊕ GBA SMASH HITS THE GAMECUBE FOR SIX

When it comes to first-party exclusives you can forget about the official mags. We brought you *DK: Jungle Beat* first. Then we brought you *Star Fox: Assault* first. Next month we'll visit Kuju and be the first with *Advance Wars* as well. So there.

MORTAL KOMBAT: DECEPTION

⊕ ANOTHER LIT OF BLOOD

Midway is still maintaining that it won't release it over here, but the US version is out in a few short weeks, complete with two new playable characters: Shao Kahn and Goro. Come 'ere... finish him, and so on.



FEATURE

⊕ DS HITS THE UK

TIME TO HAVE YOUR SAY

We'll be heading down to London to catch the DS's official UK launch before talking to all and sundry to gauge their opinions on the UK's newest handheld box o' tricks. Don't get scared if we come up to you and say "what are ya buyin'?" It's an *RE4* thang.

SOLUTIONS

⊕ INSIDE THE CASTLE!

RESIDENT EVIL 4: PART 2

The second part of our mammoth *Resident Evil 4* guide. We'll take you through the castle and onto the island lab. This game is hard. You're going to need our guide. You know it!

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SPLINTER CELL: CHAOS THEORY
One of the games of the year,
without a doubt, but how will the
GC version face up to the others?



PAC-PIX (JAP)
And we thought this was just a
tech demo. Hmm...Nintendo has
to stop doing this.

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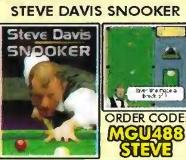
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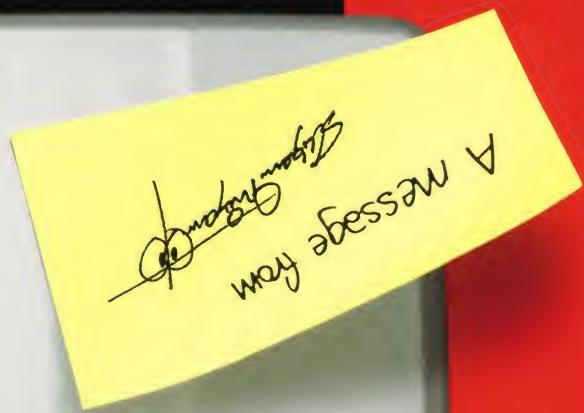


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